GAMER

BATTLEFIELD 6

GUIDE

BATTLEFIELD 6

GAMER

BATTLEFIELD 6 IS A FIRST-PERSON SHOOTER GAME DEVELOPED BY BATTLEFIELD STUDIOS AND PUBLISHED BY ELECTRONIC ARTS. SERVING AS THE EIGHTEENTH INSTALLMENT IN THE BATTLEFIELD SERIES.

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THE GAME FEATURES FOUR CHARACTER CLASSES: ASSAULT, ENGINEER, SUPPORT, AND RECON.

THE ASSAULT CLASS IS PROFICIENT WITH ASSAULT RIFLES AND GRENADE LAUNCHERS AND FAVORS A RUN-AND-GUN PLAY-STYLE WITH FASTER HEALTH REGENERATION.

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THE ENGINEER CLASS USES SUB-MACHINE GUNS, CAN REPAIR FRIENDLY VEHICLES, AND SPECIALIZES IN DESTROYING HOSTILE VEHICLES WITH ROCKETS.

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THE SUPPORT CLASS EXCELS WITH LIGHT MACHINE GUNS AND SUPPORTS TEAMMATES BY RESUPPLYING AMMO, PLACING MAKESHIFT COVER, AND HEALING AND REVIVING ALLIES.

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THE RECON CLASS CAN CARRY OUT BATTLEFIELD RECONNAISSANCE, USES SNIPER RIFLES, AND IS IDEAL FOR LONG-RANGE ENGAGEMENTS AS A HEAD-SHOT KILL PREVENTS OPPONENTS FROM BEING REVIVED.

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WHILE ANY CLASS CAN USE ANY WEAPON, EACH CLASS HAS UNIQUE GAMEPLAY PERKS WHEN USING SPECIFIC WEAPONS.

FOR EXAMPLE, RECON PLAYERS CAN HOLD THEIR BREATH WHILE AIMING WITH A SNIPER RIFLE.

WEAPONS CAN BE EXTENSIVELY CUSTOMIZED WITH MODS, BUT EACH WEAPON HAS A DESIGNATED ATTACHMENT POINT LIMIT THAT CANNOT BE EXCEEDED.

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BATTLEFIELD 6 ALSO INTRODUCES SEVERAL QUALITY-OF-LIFE IMPROVEMENTS, INCLUDING A NEW MOVEMENT SYSTEM CALLED THE "KINESTHETIC COMBAT SYSTEM", WHICH ALLOWS PLAYERS TO LEAN AROUND COVER, HITCHHIKE ONTO VEHICLES, AND DRAG FALLEN SOLDIERS TO SAFETY BEFORE REVIVING THEM.

AS WITH PREVIOUS BATTLEFIELD GAMES IN THE SERIES, THE GAMES HAS ENVIRONMENTAL DESTRUCTIBILITY.

BUILDINGS CAN BE DEMOLISHED WITH EXPLOSIVES, AND OBSTACLES OR FLOORS CAN BE DESTROYED TO CREATE NEW PATHS.

EACH MAP ALSO INCLUDES "COMBAT ZONES"—SMALLER, MORE CONFINED AREAS DESIGNED FOR CLOSE-QUARTERS COMBAT.

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AT LAUNCH NINE MAPS ARE SCHEDULED TO BE AVAILABLE, WITH ADDITIONAL MAPS PLANNED FOR RELEASE THROUGH POST-LAUNCH UPDATES.

BATTLEFIELD 6 OFFERS MULTIPLE MULTIPLAYER MODES, INCLUDING RETURNING MODES SUCH AS CONQUEST, BREAKTHROUGH, RUSH, TEAM DEATH-MATCH, SQUAD DEATH-MATCH, DOMINATION, AND KING OF THE HILL.

A NEW MODE, ESCALATION, PITS TWO TEAMS AGAINST EACH OTHER AS THEY SEEK TO CONTROL CAPTURE POINTS IN A MAP.

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HOWEVER, THE NUMBER OF POINTS GRADUALLY DECREASES, FUNNELING PLAYERS INTO SPECIFIC MAP AREAS.

THE PORTAL MAP CREATION TOOLS INTRODUCED IN BATTLEFIELD 2042 RETURNS, AND IT INCLUDES A NEW EDITOR POWERED BY THE GODOT ENGINE.

SET IN 2027–2028, BATTLEFIELD 6 FOLLOWS MEMBERS OF DAGGER 13, AN ELITE TEAM OF MARINE RAIDERS WHO MUST FIGHT AGAINST A PRIVATE MILITARY COMPANY NAMED PAX ARMATA WHICH SEEKS TO "RESHAPE GLOBAL POWER AS NATO TEETERS ON THE EDGE OF COLLAPSE".

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MEMBERS OF DAGGER 13 INCLUDE ASSAULT SPECIALIST AND SQUAD LEADER HAYDEN "HAZ" CARTER (DAMON DAYOUB), ENGINEER DYLAN MURPHY (JAY WALKER), SNIPER SIMONE "GECKO" ESPINA (ASHLEY REYES), SUPPORT SPECIALIST CLIFF LOPEZ (JACK MURILLO), AND LUCAS HEMLOCK (NIKOLAI NIKOLAEFF), A MYSTERIOUS CIA OPERATOR WITH A HEAVILY REDACTED BACKGROUND.

THE CAMPAIGN ALSO FEATURES AGENT MILLS (ERICA LUTTRELL), A CIA LIAISON CONNECTED TO THE SQUAD'S MISSIONS, AND ALEXANDER KINCAID (TONY CURRAN), THE GAME'S PRIMARY ANTAGONIST.

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ASSAULT

THE ASSAULT CLASS LEADS THE CHARGE ON THE FRONTLINES, BREAKING THROUGH ENEMY DEFENSES TO CLEAR THE PATH FOR THE TEAM.

THEIR BOOSTED MOBILITY, ALONG WITH THE ABILITY TO CARRY AN EXTRA PRIMARY WEAPON, MAKES THEM A RELENTLESS FORCE CAPABLE OF STRIKING DEEP BEHIND ENEMY LINES.

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ASSAULT

SIGNATURE WEAPON

ASSAULT RIFLE – REDUCES MOVEMENT PENALTIES FOR IMPROVED AGILITY AND PRECISION. ADAPTABLE ACROSS ALL RANGES, MAKING IT IDEAL FOR MID-RANGE FIREFIGHTS AND FLEXIBLE COMBAT ROLES.

SIGNATURE GADGET

ADRENALINE INJECTOR – PROVIDES A TEMPORARY SPEED BOOST AND PARTIAL RESISTANCE TO FLASH, STUN, INCENDIARY, AND EXPLOSIVE EFFECTS. ACTIVATE BEFORE COMBAT OR TO SPRINT ACROSS OPEN GROUND QUICKLY.

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ASSAULT

SECRET TRAIT

MISSION FOCUSED – ACCELERATES PROGRESS WHEN INTERACTING WITH OBJECTIVES, SUCH AS ARMING M-COMS OR CAPTURING FLAGS. ALSO SHORTENS IN-COMBAT COOLDOWNS SO SQUADMATES CAN REDEPLOY ON YOU FASTER.

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ASSAULT

EXCLUSIVE THROWABLE

CONCUSSIVE GRENADE – DISORIENTS ENEMIES BY SLOWING THEIR MOVEMENT AND IMPAIRING HEARING. GREAT FOR DISRUPTING ENTRENCHED OPPONENTS OR INTERRUPTING ADVANCING FOES.

FLASH GRENADE – EMITS AN INTENSE BURST OF LIGHT AND SOUND TO BLIND AND CONFUSE ENEMIES. PERFECT FOR BREACHING ROOMS OR TURNING THE TIDE ON CONTESTED OBJECTIVES.

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ASSAULT

ACTIVE ABILITY

RALLY SQUAD – TEMPORARILY GRANTS THE ADRENALINE INJECTOR EFFECT TO YOU AND NEARBY TEAMMATES. DURATION ON YOU INCREASES WITH EACH KILL, MAKING IT IDEAL FOR FINAL PUSHES OR CLUTCH DEFENSES.

FRONTLINER

PASSIVE ABILITY – ADRENALINE RUSH

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ASSAULT

SQUADMATES SPAWNING ON YOU RECEIVE THE EFFECTS OF THE ADRENALINE INJECTOR FOR A SHORT TIME. THE SAME APPLIES WHEN DEPLOYING VIA YOUR DEPLOY BEACON.

ENABLES FASTER REINFORCEMENTS AND AGGRESSIVE PUSHES.

LEVEL 1 – SOFT LANDING

MITIGATES FALL DAMAGE FROM MEDIUM HEIGHTS, ALLOWING SMOOTHER DESCENTS AND FASTER READINESS AFTER JUMPS.

KEEPS YOU COMBAT-READY IN VERTICAL OR URBAN ENVIRONMENTS.

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ASSAULT

LEVEL 2 – QUICKER RECOVERY

HEALTH REGENERATION BEGINS SOONER AND RESTORES MORE EFFICIENTLY. ENCOURAGES TACTICAL PAUSES BETWEEN FIGHTS FOR RECOVERY BEFORE RE-ENGAGING THE ENEMY.

BREACHER (UNLOCKED VIA ASSAULT CLASS ASSIGNMENT)

PASSIVE ABILITY – EXTRA GRENADES

CARRY ADDITIONAL GRENADES FOR SUSTAINED OFFENSIVE PRESSURE. EXCELLENT FOR FLUSHING ENEMIES OUT OF COVER OR LOCKING DOWN OBJECTIVES WITH REPEATED EXPLOSIVE THROWS.

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ASSAULT

LEVEL 1 – AGILE SHOOTER

LESSENS MOVEMENT SLOWDOWN WHILE FIRING. ENCOURAGES A FAST, AGGRESSIVE RUN-AND-GUN STYLE IDEAL FOR HIGH-TEMPO COMBAT ZONES.

LEVEL 2 – UNRELENTING RELOAD

SIGNIFICANTLY SPEEDS RELOAD TIME FOR THE INCENDIARY-ROUND SHOTGUN AND ALL GRENADE OR BREACHING LAUNCHERS.

MAXIMIZES EXPLOSIVE OUTPUT FOR THOSE SPECIALIZING IN CLOSE-QUARTERS OR ANTI-ARMOR ASSAULTS.

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RECON

THE SNIPER STALKING THE EDGE OF THE BATTLEFIELD FOR THE PERFECT HEADSHOT.

THE TACTICIAN PINPOINTING ENEMY POSITIONS WITH DRONES, PLANTING C4 TO CRIPPLE TANKS AND LEVEL BUILDINGS, OR CONTROLLING A LASER DESIGNATOR TO GUIDE YOUR ALLIES' MISSILES TO THEIR TARGET.

SIGNATURE WEAPON

SNIPER RIFLE – OFFERS FASTER RE-CHAMBER SPEED, STEADIER AIM, AND IMPROVED BREATH CONTROL FOR EXTENDED PRECISION SHOTS.

PERFECT FOR LONG-RANGE ELIMINATIONS AND MAINTAINING STEADY AIM OVER DISTANT TARGETS.

BATTLEFIELD 6 GAMER

RECON

SIGNATURE GADGET

MOTION SENSOR – EMITS SUBSONIC PULSES TO REVEAL ENEMY MOVEMENT WITHIN A SHORT RADIUS.

ESPECIALLY USEFUL IN BUILDINGS, OBJECTIVES, OR TIGHT CORRIDORS WHERE ENEMIES MAY BE HIDING JUST BEYOND WALLS OR CORNERS.

SECRET TRAIT

PASSIVE SPOT – AUTOMATICALLY SPOTS ENEMIES BY AIMING AT THEM WITH SUFFICIENT ZOOM.

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GAMER

RECON

THE EFFECT DEPENDS ON HOW STILL YOU ARE AND THE OPTICAL MAGNIFICATION LEVEL, IDEAL FOR METHODICAL RECON PLAYERS USING HIGH-POWERED SCOPES.

EXCLUSIVE THROWABLE

THROWABLE PROXIMITY DETECTOR – A COMPACT THROWABLE DEVICE THAT DETECTS AND MARKS ENEMIES NEARBY UPON ACTIVATION. EXCELLENT FOR CONTROLLING CHOKE POINTS, STAIRCASES, AND MULTI-LEVEL STRUCTURES.

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GAMER

RECON

THROWING KNIFE – A SILENT ONE-HIT-KILL WEAPON WHEN AIMED AT THE HEAD. ANY NON-LETHAL BODY HIT DELAYS ENEMY HEALTH REGENERATION, MAKING IT THE ULTIMATE STEALTH FINISHER FOR SNEAKY ELIMINATIONS.

ACTIVE ABILITY

UAV OVERWATCH – DEPLOYS AN UNMANNED AERIAL VEHICLE THAT SWEEPS AND PASSIVELY SPOTS ENEMIES IN A MARKED AREA, UPDATING BOTH YOUR AND YOUR SQUAD'S MINIMAP.

IDEAL FOR LATE-GAME RECONNAISSANCE OR HIGH-TRAFFIC OBJECTIVES.

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GAMER

RECON

SNIPER

PASSIVE ABILITY – ENHANCED PERCEPTION

EXPANDS AUTO-SPOTTING RANGE, INCREASING BOTH DETECTION DISTANCE AND CONE OF VISION FROM YOUR CROSSHAIRS. MARKED TARGETS STAY VISIBLE LONGER, MAKING FOLLOW-UP SHOTS AND TEAM COORDINATION EASIER.

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GAMER

RECON

LEVEL 1 – TARGET ACQUIRED

DAMAGING ANY ENEMY AUTOMATICALLY SPOTS THEM ON THE MINIMAP AND IN-WORLD. WORKS FOR BULLET AND EXPLOSIVE DAMAGE, TURNING EVERY OFFENSIVE ACTION INTO AN OPPORTUNITY FOR RECON.

RECON

LEVEL 2 – CONFIRMED KILL

SNIPER RIFLE HEADSHOTS PREVENT ENEMIES FROM BEING REVIVED. ELIMINATING A REVIVE OPPORTUNITY SHIFTS MOMENTUM FOR YOUR TEAM IN OBJECTIVE-BASED MODES LIKE CONQUEST OR RUSH.

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RECON

SPEC OPS (UNLOCKED VIA RECON CLASS ASSIGNMENT)

PASSIVE ABILITY – STEALTH TACTICS

REDUCES NOISE WHILE CROUCHED, PRONE, OR PERFORMING TAKEDOWNS.

ENCOURAGES SILENT, CLOSE-RANGE PLAY WITH SUPPRESSED WEAPONS AND STEALTH GADGETS.

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RECON

LEVEL 1 – GADGET AWARENESS

AUTOMATICALLY SPOTS NEARBY ENEMY GADGETS, MARKING THEM FOR ALLIES UNLESS YOU ARE SPRINTING. HELPS UNCOVER TRAPS AND HIDDEN DEVICES DURING INFILTRATION.

LEVEL 2 – LOW PROFILE

GOING PRONE CLEARS COMBAT STATUS MORE QUICKLY AND SHORTENS HOW LONG YOU REMAIN SPOTTED. USEFUL FOR ESCAPING DETECTION AFTER KILLS OR REGAINING HEALTH FASTER MID-OPERATION.

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ENGINEER

ABOUT ENGINEER

ENGINEERS ARE THE FRONTLINE ANSWER TO TANKS, HELICOPTERS, AND JETS.

EQUIPPED WITH ROCKETS AND MINES, THIS CLASS SPECIALIZES IN DISRUPTING AND DESTROYING ENEMY VEHICLES.

THEY'RE ALSO THE GO-TO CHOICE FOR REPAIRING FRIENDLY VEHICLES, EQUIPMENT, AND WEAPON EMPLACEMENTS.

SIGNATURE WEAPON

SUB MACHINE GUN – OFFERS SUPERIOR HIP-FIRE CONTROL FOR CLOSE-QUARTERS COMBAT.

BATTLEFIELD 6 GAMER

ENGINEER

ENGINEER EXCELS IN TIGHT SPACES AND AGGRESSIVE PLAYSTYLES, WHILE REMAINING ACCURATE ENOUGH FOR SHORT- TO MID-RANGE FIGHTS.

SIGNATURE GADGET

REPAIR TOOL – RESTORES VEHICLE HEALTH AND FIXES FRIENDLY GADGETS, OR CAN DEAL GRADUAL DAMAGE TO ENEMIES AND HOSTILE TECH.

USE SHORT BURSTS TO PREVENT OVERHEATING AND STAY CLOSE TO TARGETS FOR MAXIMUM REPAIR EFFICIENCY.

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BATTLEFIELD 6 GAMER

ENGINEER

SECRET TRAIT

MECHANIZED INFANTRY – REDUCES EXPLOSIVE DAMAGE TAKEN WHEN NEAR ALLIED VEHICLES AND BLOCKS ENEMIES FROM HIJACKING UNOCCUPIED FRIENDLY VEHICLES.

ENCOURAGES STAYING CLOSE TO TANKS AND TRANSPORTS TO KEEP THEM IN ALLIED HANDS.

EXCLUSIVE THROWABLE

ANTI TANK GRENADE – HOMES IN ON VEHICLES WITH A PARACHUTE-ASSISTED DROP FOR TOP-DOWN IMPACT DAMAGE.

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ENGINEER

GREAT FOR OPENING AN ENGAGEMENT BEFORE FIRING A LAUNCHER OR FINISHING OFF DAMAGED ARMOR.

MINI FRAG GRENADE – A LIGHTER, FARTHER-THROWN VERSION OF THE STANDARD FRAG.

PERFECT FOR CLEARING ROOMS OR LONG-RANGE POKES, WITH A SMALLER BLAST RADIUS BUT FASTER THROW SPEED.

ACTIVE ABILITY

POWER FIX – TEMPORARILY BOOSTS REPAIR TOOL EFFICIENCY BY 50% FOR TEN SECONDS.

BATTLEFIELD 6 GAMER

ENGINEER

IDEAL FOR SAVING VEHICLES IN CRITICAL MOMENTS OR REINFORCING UNDER-FIRE ALLIED ARMOR.

ANTI ARMOR

PASSIVE ABILITY – EXTRA ROCKETS

INCREASES ROCKET AMMUNITION CAPACITY, ALLOWING FOR EXTENDED ANTI-VEHICLE PRESSURE ACROSS THE MATCH.

KEEP AT LEAST ONE LAUNCHER EQUIPPED TO CAPITALIZE ON THIS ROLE.

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ENGINEER

LEVEL 1 – LAUNCHER PROFICIENCY

SPEEDS UP RELOAD TIME FOR ROCKET LAUNCHERS, ENABLING QUICKER FOLLOW-UP SHOTS OR SAFER RETREATS AFTER FIRING.

LEVEL 2 – DEVASTATING IMPACT

DAMAGED ENEMY VEHICLES TAKE LONGER TO REPAIR, AMPLIFYING THE LONG-TERM EFFECTS OF YOUR ATTACKS. PRIORITIZE CONSISTENT PRESSURE ON TANKS, JETS, AND HELICOPTERS TO MAINTAIN BATTLEFIELD DOMINANCE.

COMBAT ENGINEER (UNLOCKED VIA ENGINEER CLASS ASSIGNMENT)

PASSIVE ABILITY – GADGET FORTIFICATION

ENGINEER

REPAIRS TO FRIENDLY GADGETS GRANT THEM PERMANENT EXTRA HEALTH, KEEPING TOOLS LIKE THE EOD BOT OR DEPLOYABLE COVER FUNCTIONAL FOR LONGER PERIODS IN COMBAT.

LEVEL 1 – OVERHEAT RESISTANCE

SLOWS HEAT BUILDUP FOR GADGETS AND VEHICLE-MOUNTED WEAPONS. PERFECT FOR ENGINEERS WHO FREQUENTLY OPERATE VEHICLES OR RELY HEAVILY ON REPAIR TOOLS IN EXTENDED ENGAGEMENTS.

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ENGINEER

LEVEL 2 – VEHICLE REGENERATION

VEHICLES GRADUALLY RESTORE HEALTH WHEN YOU'RE INSIDE THEM, AS LONG AS THEY'RE ABOVE CRITICAL DAMAGE.

STAY IN THE FIGHT LONGER WITHOUT EXITING FOR MANUAL REPAIRS.

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SUPPORT

ABOUT SUPPORT

THE SUPPORT CLASS IS THERE TO PULL YOU OUT OF DANGER, DROP SUPPLY CRATES, AND KEEP YOU ALIVE IN THE THICK OF THE FIGHT.

SUPPORT CAN SET UP PORTABLE COVER, BLOCK INCOMING GRENADES AND ROCKETS, AND EXCEL WITH THE LIGHT MAGAZINE GUN.

SIGNATURE WEAPON

LIGHT MACHINE GUN – A HEAVY-DUTY FIREARM THAT ALLOWS FOR SUSTAINED SUPPRESSIVE FIRE WITHOUT SLOWING MOVEMENT SPEED. IDEAL FOR LAYING DOWN LONG BURSTS OF COVER FIRE AND KEEPING ENEMY LINES PINNED.

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SUPPORT

SIGNATURE GADGET

SUPPLY BAG – REPLENISHES ALL NEARBY ALLIES' AMMUNITION, GRENADES, AND GADGET CHARGES.

CAN ALSO BE THROWN ONTO VEHICLES TO CREATE A MOBILE RESUPPLY STATION FOR TEAMMATES ON THE MOVE.

SECRET TRAIT

TEAM REVIVES – THE ONLY CLASS CAPABLE OF REVIVING ANY TEAMMATE ACROSS THE ENTIRE TEAM, NOT JUST SQUADMATES. THIS MAKES THE SUPPORT CLASS A LIFESAVER FOR LARGE-SCALE TEAM COORDINATION.

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SUPPORT

EXCLUSIVE THROWABLE

SMOKE GRENADE – CREATES THICK SMOKE TO CONCEAL ALLY MOVEMENT AND OBJECTIVES, WHILE DISRUPTING ENEMY VISIBILITY AND LOCK-ON TARGETING.

INCENDIARY GRENADE – ENGULFS SMALL AREAS IN FLAMES, DEALING CONTINUOUS DAMAGE AND BLOCKING ENEMY MOVEMENT THROUGH CONFINED SPACES.

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SUPPORT

ACTIVE ABILITY

RESTOCK ALLIES – TEMPORARILY RESTORES HEALTH AND AMMUNITION TO NEARBY FRIENDLY PLAYERS, WHILE ALSO SHORTENING THE TIME REQUIRED TO REVIVE FALLEN TEAMMATES.

PERFECT FOR TURNING CHAOTIC TEAM FIGHTS INTO RECOVERABLE MOMENTS.

COMBAT MEDIC

PASSIVE ABILITY – URGENT AID

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SUPPORT

DRAG AND REVIVE ALLIES AT FASTER SPEEDS, ALLOWING FOR QUICK RESCUES UNDER FIRE. STAYING MOBILE AND CLOSE TO TEAMMATES KEEPS THE TEAM ALIVE LONGER IN DANGEROUS ZONES.

LEVEL 1 – REVIVE RECOVERY

RESTORES YOUR OWN HEALTH DURING REVIVES, STOPPING ONLY IF YOU TAKE DAMAGE.

THIS LETS YOU SAFELY PULL AN ALLY TO COVER AND RECOVER BEFORE RE-ENGAGING IN COMBAT.

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SUPPORT

LEVEL 2 – DEFENSE-FOCUSED

DEFENSIVE GADGETS RECHARGE FASTER AND GAIN STRONGER PERFORMANCE—LIKE BETTER MISSILE INTERCEPTION AND STURDIER DEPLOYABLE COVER—IDEAL FOR HOLDING OBJECTIVES UNDER PRESSURE.

FIRE SUPPORT (UNLOCKED VIA SUPPORT CLASS ASSIGNMENT)

PASSIVE ABILITY – LOGISTICS EXPERT

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SUPPORT

PROVIDES QUICKER AMMO REPLENISHMENT THROUGH THE SUPPLY BAG, ENSURING YOUR SQUAD NEVER RUNS OUT DURING HEAVY FIREFIGHTS.

LEVEL 1 – EXPLOSIVES RESISTANT

REDUCES EXPLOSIVE SPLASH DAMAGE BY 25% WHEN PRONE OR FIRING FROM A MOUNTED POSITION, LETTING YOU MAINTAIN SUPPRESSION UNDER ENEMY BOMBARDMENT.

LEVEL 2 – STEADY AIM

ENHANCES CONTROL AND ACCURACY WHILE USING MOUNTED WEAPONS, TURNING YOU INTO A STABLE FIRING PLATFORM.

COMBINE WITH DEPLOYABLE COVER TO DOMINATE KEY SIGHTLINES.

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MAPS

BATTLEFIELD 6 LAUNCHES WITH 9 MULTIPLAYER MAPS, INCLUDING THE RETURN OF THE CLASSIC OPERATION FIRESTORM MAP FROM BATTLEFIELD 3.

THE BATTLEFIELD 6 MAPS ARE LOCATED AROUND THE WORLD, INCLUDING CAIRO, BROOKLYN, GIBRALTAR, AND MORE.

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MAPS

THE GAME FEATURES LARGE-SCALE MAPS BUILT FOR 64-PLAYER MULTIPLAYER BATTLES, WITH MODES LIKE CONQUEST, BREAKTHROUGH, AND RUSH, AS WELL AS FAST-PACED, ACTION-PACKED OPTIONS SUCH AS KING OF THE HILL AND DOMINATION.

EACH MAP PAGE INCLUDES DETAILED INFORMATION, INCLUDING TACTICAL MINI-MAPS LAYOUT AND OVERHEAD IMAGES, AND POINTS OF INTEREST.

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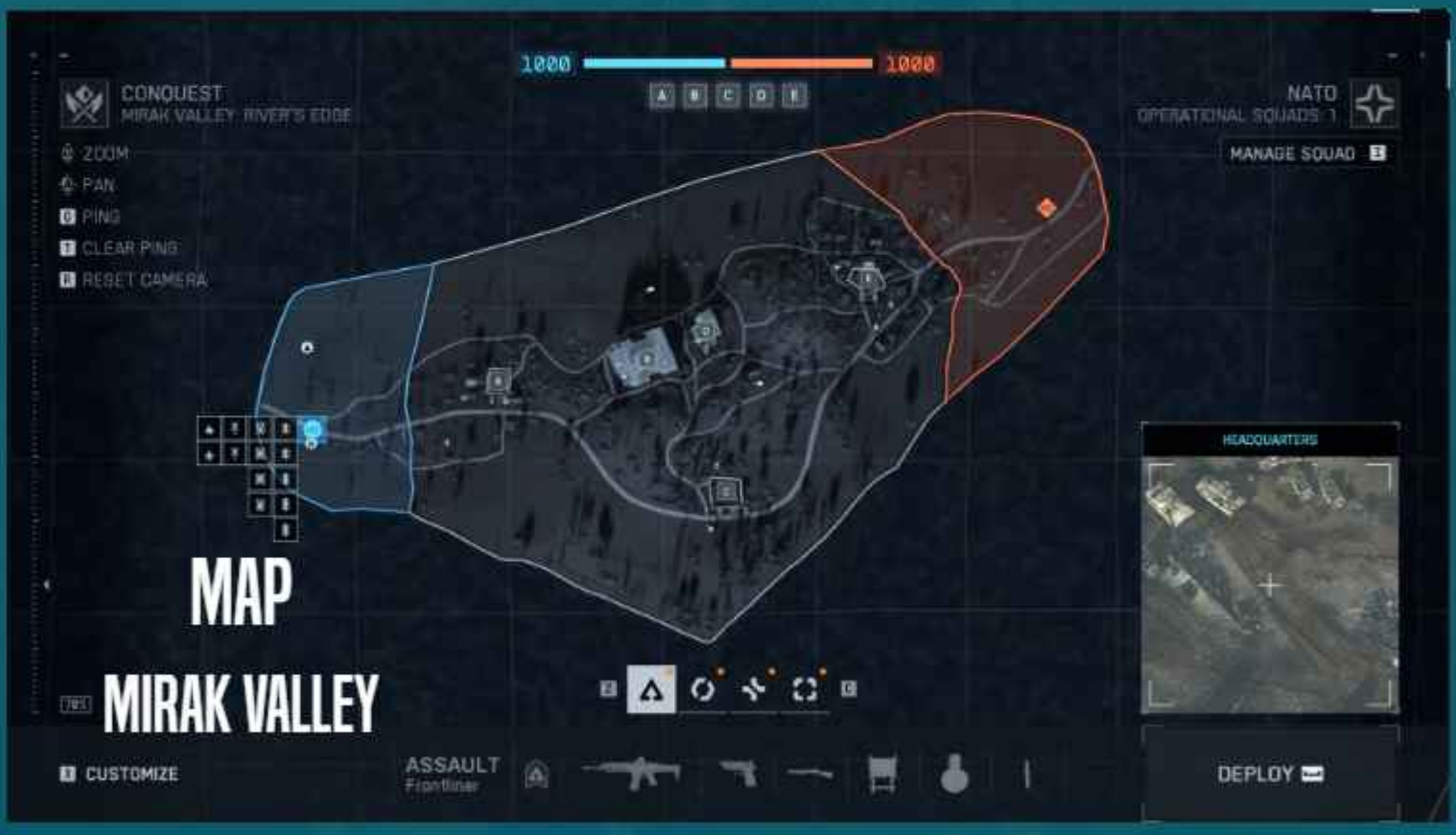

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MAP

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UNLIKE BATTLEFIELD 2042, THIS GAME MARKS A RETURN TO MORE STRUCTURED MAP DESIGN, STRONGER CLASS SYNERGY, AND MEMORABLE MULTIPLAYER ENVIRONMENTS THAT BALANCE CHAOS WITH TACTICAL GAMEPLAY.

IT COULD REPRESENT A MAJOR STEP TOWARD REESTABLISHING BATTLEFIELD'S REPUTATION AS A TRUE CALL OF DUTY ALTERNATIVE IN 2025.

EMPIRE STATE IS DESIGNED FOR INFANTRY COMBAT, STRIPPING AWAY THE CHAOS OF VEHICLES TO DELIVER TIGHT, BOOTS-ON-THE-GROUND FIREFIGHTS.

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ADDITIONAL BATTLEFIELD 6 MAPS INFO

EXPECT CLOSE-QUARTERS ENGAGEMENTS SET IN A DENSE URBAN ENVIRONMENT WHERE POSITIONING AND TEAMWORK ARE KEY TO SURVIVAL.

KUNDARA VALLEY IS THE LARGEST MAP AVAILABLE AT LAUNCH, PROMISING A SPRAWLING BATTLEFIELD IDEAL FOR ALL-OUT WARFARE.

WITH VAST LANDSCAPES AND OPEN TERRAIN, THIS MAP IS LIKELY TO FAVOR LONG-RANGE ENCOUNTERS, VEHICLE COMBAT, AND DYNAMIC LARGE-SCALE BATTLES.

MANHATTAN BRIDGE STANDS OUT FOR ITS EMPHASIS ON ENVIRONMENTAL DESTRUCTION.

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ADDITIONAL BATTLEFIELD 6 MAPS INFO

IT WILL SHOWCASE LARGE-SCALE, DYNAMIC DESTRUCTION MECHANICS, ALLOWING PLAYERS TO RESHAPE THE BATTLEFIELD IN REAL-TIME AND EXPERIENCE THE FULL FORCE OF BATTLEFIELD'S SIGNATURE CHAOS.

OPERATION FIRESTORM IS A REMAKE OF THE FAN-FAVORITE MAP FROM BATTLEFIELD 3.

OPERATION FIRESTORM RETURNS WITH UPDATED VISUALS AND MECHANICS.

WHILE PRESERVING THE ESSENCE OF THE ORIGINAL, THIS REMAKE WILL LEVERAGE THE NEW ENGINE TO ENHANCE IMMERSION AND TACTICAL VARIETY.

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BATTLEFIELD 6 WEAPONS INFO

BEST WEAPONS FOR EMPIRE STATE

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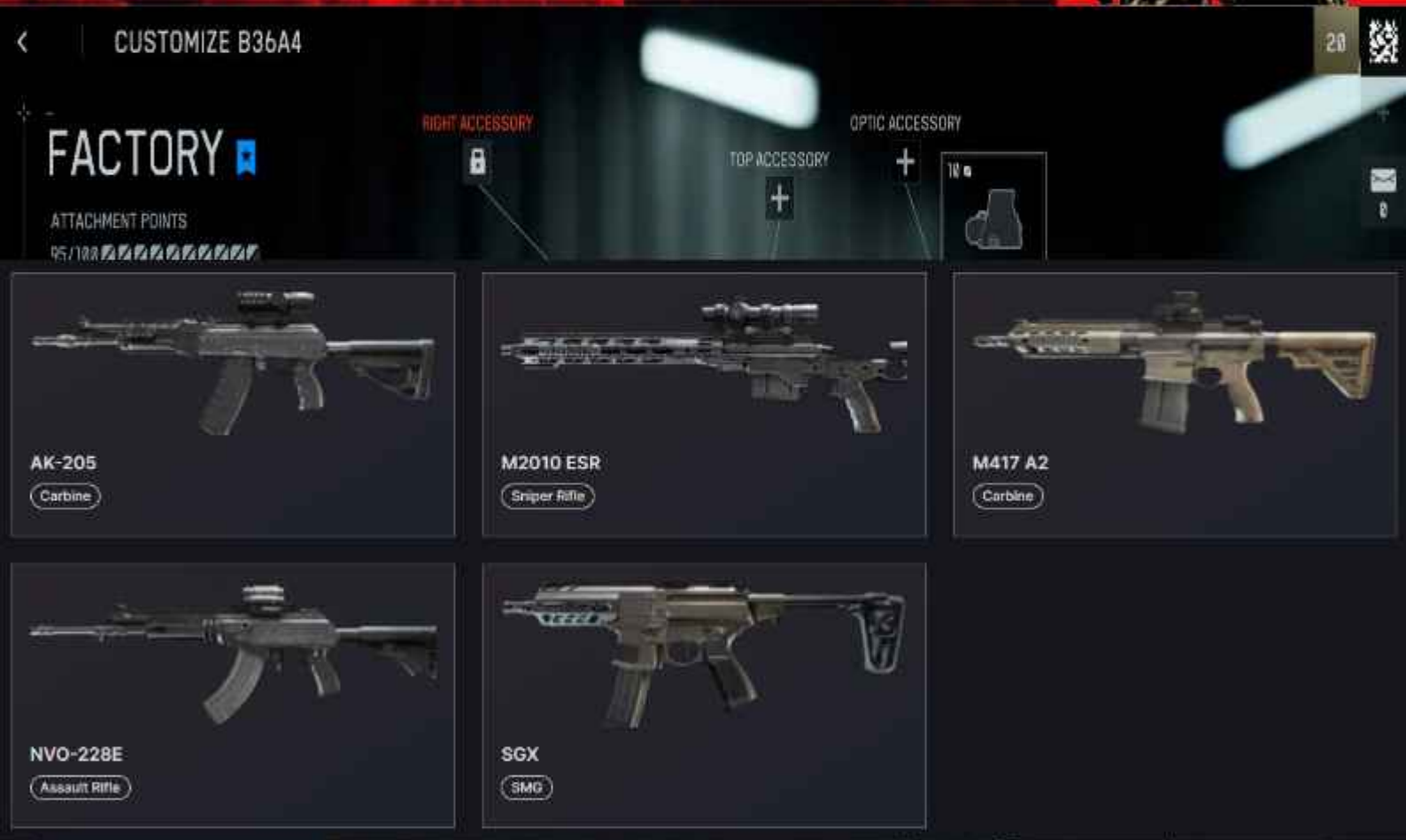

BEST WEAPONS FOR IBERIAN OFFENSIVE

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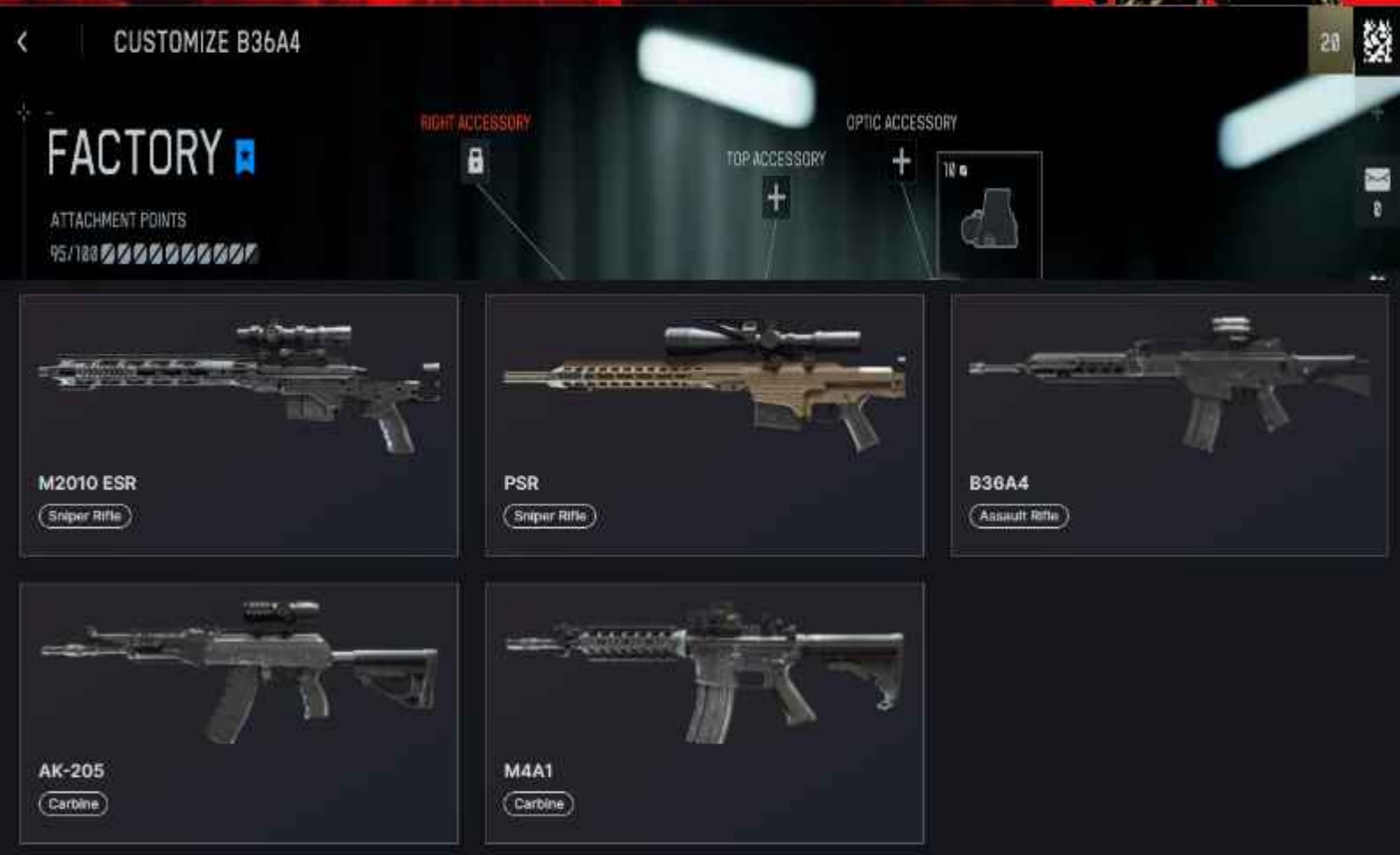
BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR LIBERATION PEAK

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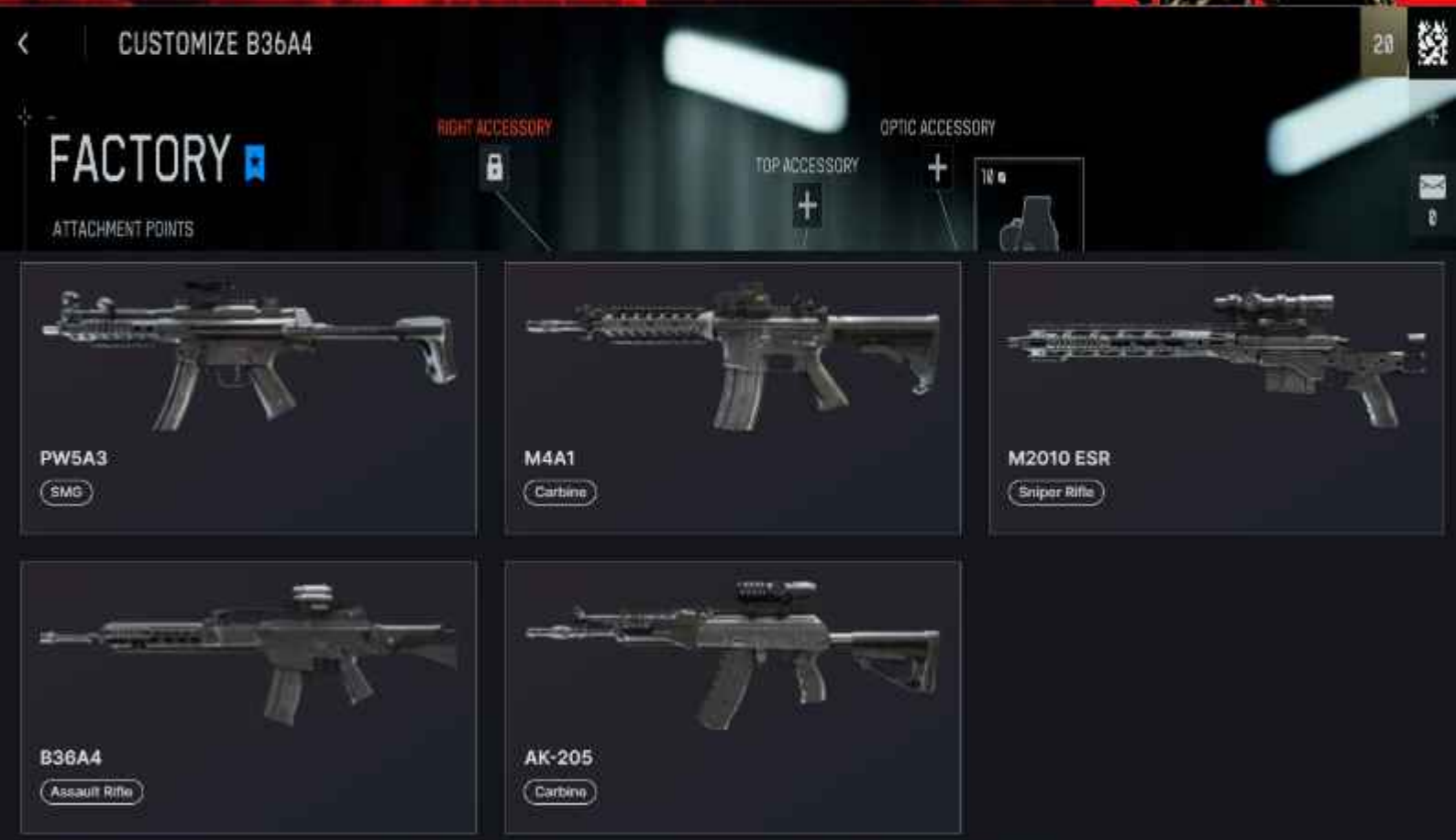
BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR MANHATTAN BRIDGE

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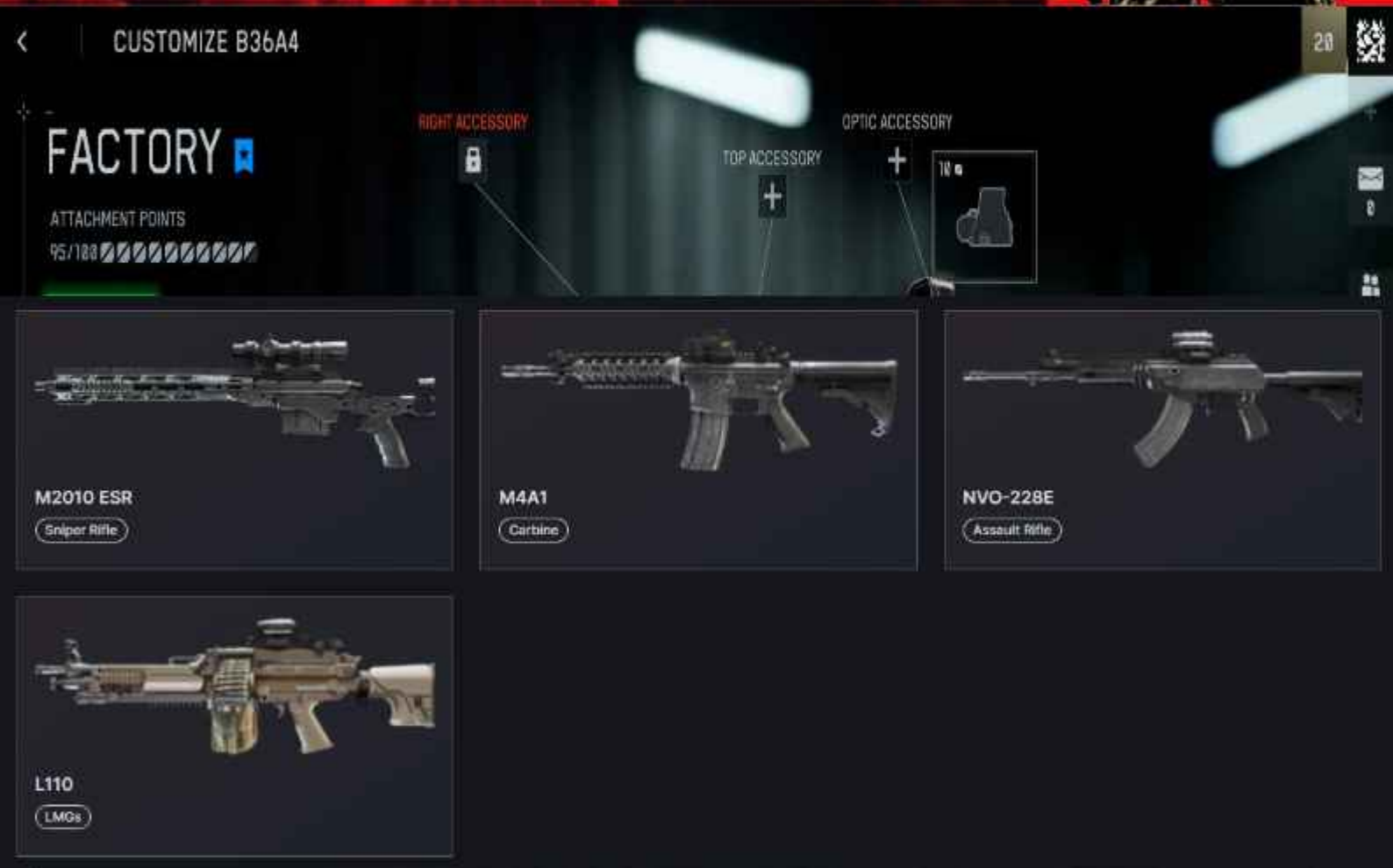
BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR MIRAK VALLEY

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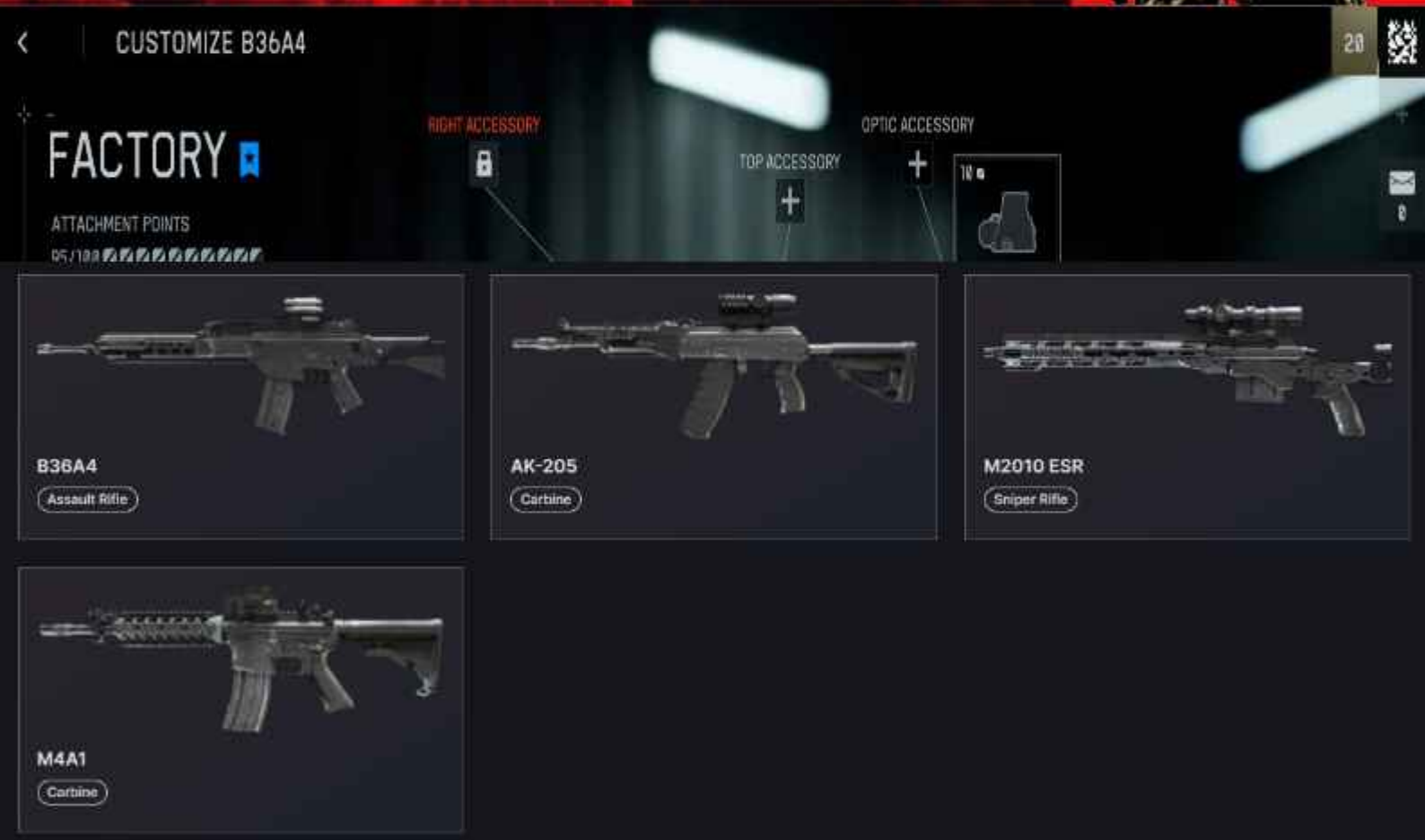
BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR NEW SOBEK CITY

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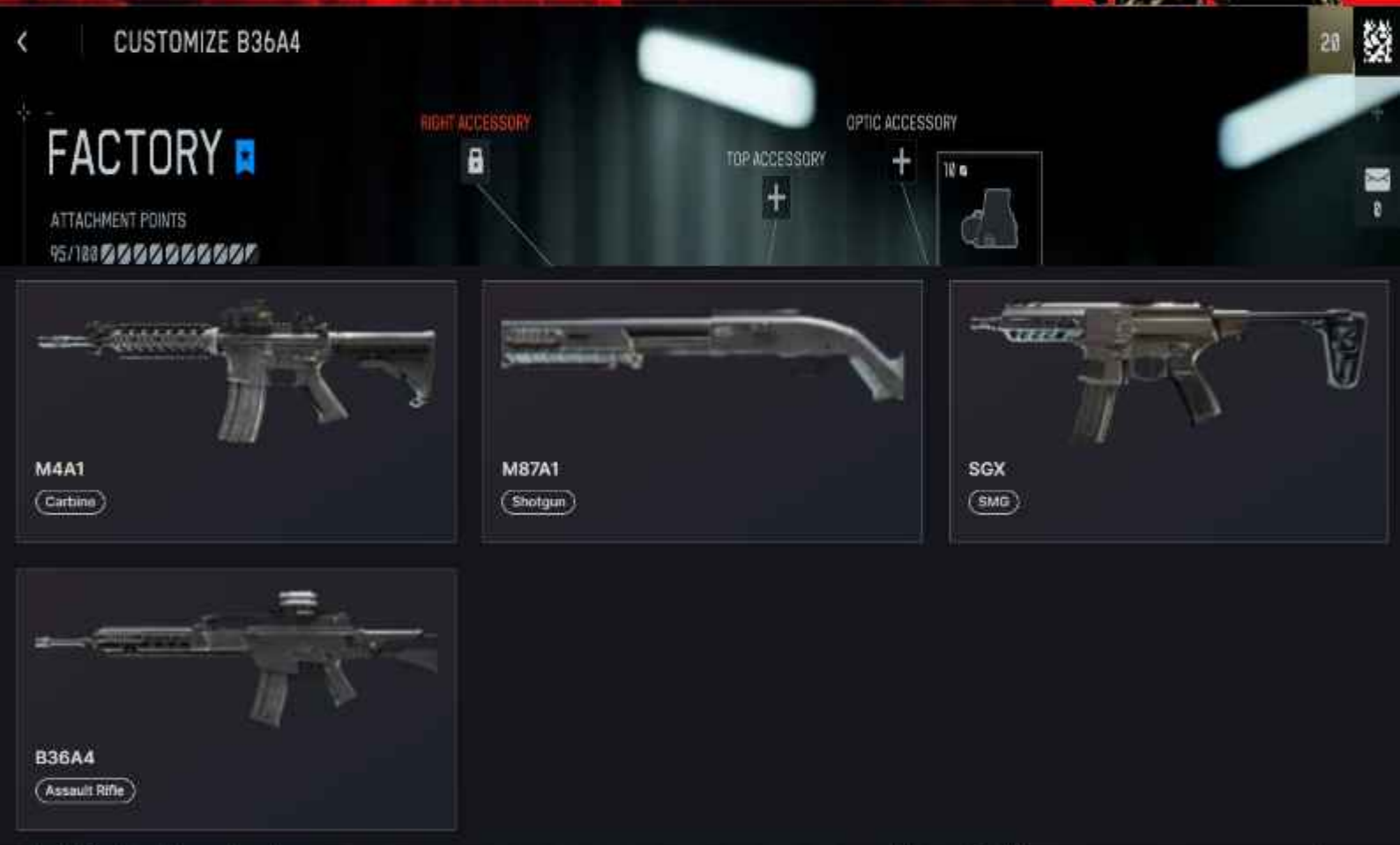
BATTLEFIELD 6 WEAPONS INFO

BEST WEAPONS FOR OPERATION FIRESTORM

BATTLEFIELD 6 GAMER

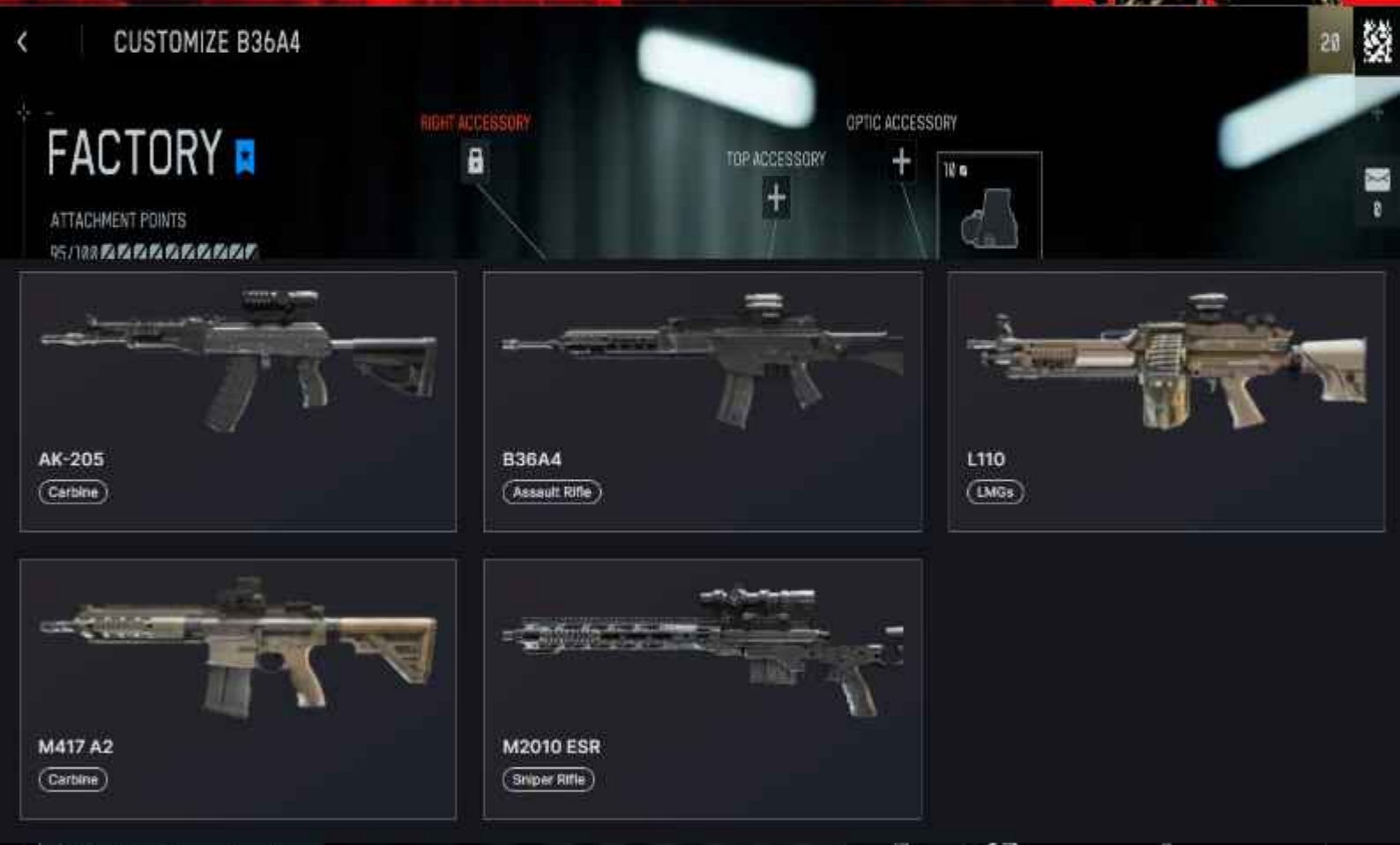
BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR SAINTS QUARTER

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 WEAPONS INFO



BEST WEAPONS FOR SIEGE OF CAIRO

BATTLEFIELD 6 GAMER

BEST ASSAULT RIFLES IN BATTLEFIELD

Meta S-Tier | A-Tier | B-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

B36A4

Assault Rifle

Unlocked at Rank 14

NVO-228E

Assault Rifle

Unlocked Through Assignment RAPID FIRE 2

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

M433

Assault Rifle

Unlocked at Rank 1

TR7

Assault Rifle

Unlocked at Rank 50

BATTLEFIELD 6 GAMER

BEST ASSAULT RIFLES IN BATTLEFIELD

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

AK4D
Assault Rifle
Unlocked at Rank 35

KORD 6P67
Assault Rifle
Unlocked Through Assignment RAPID FIRE 1

L85A3
Assault Rifle
Unlocked Through Assignment RAPID FIRE 3

SOR-556 Mk2
Assault Rifle
Unlocked at Rank 25

BATTLEFIELD 6 GAMER

BEST CARBINES IN BATTLEFIELD 6

Best Carbines in Battlefield 6

Carbine weapon class

Meta S-Tier | A-Tier | B-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

AK-205
Carbine
Unlocked at Rank 22

M417 A2
Carbine
Unlocked at Rank 32

M4A1
Carbine
Unlocked at Rank 2

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

M277
Carbine
Unlocked at Rank 11

BATTLEFIELD 6 GAMER

BEST CARBINES IN BATTLEFIELD 6

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

GRT-BC
Carbine
Unlocked at Rank 41

QBZ-192
Carbine
Unlocked Through Assignment DANGER CLOSE 1

SG 553R
Carbine
Unlocked Through Assignment DANGER CLOSE 2

BATTLEFIELD 6 GAMER

Best DMRs in Battlefield 6

DMR weapon class

A-Tier | B-Tier | C-Tier

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

M39 EMR
DMR
Unlocked at Rank 4

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

LMR27
DMR
Unlocked at Rank 16

SVDM
DMR
Unlocked Through Assignment DEADEYE 1

C-Tier

C-tier weapons are below average, often outclassed by stronger options and harder to use effectively. They can work in specific situations but usually require more effort for less reward.

SVK-8.6
DMR
Unlocked at Rank 33

INSPECT | RESET (HOLD) | FAVORITE | FIRING RANGE

Best LMGss in Battlefield 6

LMG weapon class

Meta S-Tier | A-Tier | B-Tier | C-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

L110
LMGs
Unlocked at Rank 1

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

KTS100 MK8
LMGs
Unlocked Through Assignment BULLET STORM 1

M/60
LMGs
Unlocked at Rank 20

M250
LMGs
Unlocked at Rank 46

BATTLEFIELD 6 GAMER

BEST LMGS IN BATTLEFIELD 6

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

M123K
LMGs
Unlocked at Rank 39

M240L
LMGs
Unlocked Through Assignment BULLET STORM 2

RPKM
LMGs
Unlocked at Rank 30

C-Tier

C-tier weapons are below average, often outclassed by stronger options and harder to use effectively. They can work in specific situations but usually require more effort for less reward.

DRS-IAR
LMGs
Unlocked at Rank 8

BATTLEFIELD 6 GAMER

Best Secondarys in Battlefield 6

Secondary weapon class

B-Tier C-Tier

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

ES 5.7
Secondary
Unlocked at Rank 24

M44
Secondary
Unlocked at Rank 48

M45A1
Secondary
Unlocked at Rank 36

C-Tier

C-tier weapons are below average, often outclassed by stronger options and harder to use effectively. They can work in specific situations but usually require more effort for less reward.

P18
Secondary
Unlocked at Rank 1

Best Shotguns in Battlefield 6

Shotgun weapon class

Meta S-Tier | B-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

M87A1
Shotgun
Unlocked at Rank 1

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

18.5KS-K
Shotgun
Unlocked Through Assignment POINT BLANK 2

M1014
Shotgun
Unlocked at Rank 42

BATTLEFIELD 6 GAMER

Best SMGs in Battlefield 6

SMG weapon class

Meta S-Tier | A-Tier | B-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

SGX
SMG
Unlocked at Rank 1

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

KV9
SMG
Unlocked at Rank 45

PW5A3
SMG
Unlocked at Rank 6

PW7A2
SMG
Unlocked at Rank 19

BATTLEFIELD 6 GAMER

BEST SMG`S IN BATTLEFIELD 6

B-Tier

B-tier weapons are decent and can perform well in the right situations, but they lack the consistency or power needed to shape the meta.

SCW-10
SMG
Unlocked Through Assignment CLOSE QUARTERS 1

SL9
SMG
Unlocked Through Assignment CLOSE QUARTERS 2

UMG-40
SMG
Unlocked at Rank 29

USG-90
SMG
Unlocked at Rank 36

BATTLEFIELD 6

Best Sniper Rifles in Battlefield 6

Sniper Rifle weapon class

Meta S-Tier | A-Tier

Meta S-Tier

S-tier (meta) weapons are the best picks in Battlefield 6 right now, offering the most powerful loadouts for top performance. They define the current meta thanks to their unmatched damage, handling, and versatility.

M2010 ESR
Sniper Rifle
Unlocked at Rank 1

A-Tier

A-tier weapons are strong and reliable choices that can compete with the best, offering excellent loadouts for most situations. While not as dominant as S-tier, they remain highly effective and versatile in skilled hands.

PSR
Sniper Rifle
Unlocked Through Assignment DEADEYE 2

SV-98
Sniper Rifle
Unlocked at Rank 26

ATTACK HELICOPTER: Battlefield 6 Vehicle

M77E Falchion (NATO)

Panthera KHT (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	**2 Seats, Anti-Vehicle, Anti-Soldier**

About this Vehicle

Highly effective at engaging all ground targets, especially when both crew positions are manned.

TRANSPORT HELICOPTER: Battlefield 6 Vehicle

UH-79 (NATO)

UH-79 (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	**5 Seats, Transport**

About this Vehicle

This transport helicopter serves as a vital component in air assaults. Two side-mounted miniguns aid in self-defense.

FIGHTER JET: Battlefield 6 Vehicle

F-97 Kestrel (NATO)

Su-57 (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	**1 Seat, Anti-Vehicle, Soft Target**

About this Vehicle

A stealth fighter that specializes in combating other air vehicles, with limited air-to-ground combat capabilities.

ATTACK JET: Battlefield 6 Vehicle

F-61V (NATO)

F-39E (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	1 Seat, Anti-Vehicle, Anti-Soldier, Soft Target

MAIN BATTLE TANK: Battlefield 6 Vehicle

M1A2 SEPv3 (NATO)

Leo A4 (PAX_ARMATA)

Vehicle Information

Available Variants
2 variants

Abilities
2 abilities

Tags
2 Seats, Anti-Vehicle, Hard Target

INFANTRY FIGHTING VEHICLE: Battlefield 6 Vehicle

M3A3 Bradley (NATO)

Strf 09 A4 (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	**6 Seats, Anti-Soldier**

About this Vehicle

Effectively counters hostile infantry but has limited capability against heavy enemy armor.

LIGHT GROUND TRANSPORT: Battlefield 6 Vehicle

Glider 96 (NATO)

Vector (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	5 Seats, Open Seats, Transport

About this Vehicle

Designed for rapid battlefield traversal. Equipped with firepower to combat hostiles.

MOBILE ANTI-AIR: Battlefield 6 Vehicle

Cheetah 1A2 (NATO)

GE-26 PAX (PAX_ARMATA)

Vehicle Information

Available Variants	Tags
2 variants	1 Seat, Shielded Seats

About this Vehicle

Capable of using dual autocannons and homing missiles to combat enemy aircraft.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ASSAULT CLASS GADGETS

BATTLEFIELD 6 ASSAULT CLASS GADGETS

AS THE TRADITIONAL FRONTLINE SOLDIER, THE ASSAULT CLASS EXCELS AT DIRECT COMBAT ENCOUNTERS AND FINDING NEW PATHS THROUGH THE WAR-TORN BATTLEFIELDS.

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

FOR OBVIOUS REASONS ASSAULT CLASS THE MOST DURABLE CLASS, AND ITS OWN SIGNATURE GADGET (THESE CANNOT BE UNEQUIPPED) REFLECTS THAT.

ADDITIONALLY, THE ASSAULT CLASS CAN EQUIP ONE CARBINE, DMR, OR SHOTGUN IN ONE OF THE GADGET SLOTS.

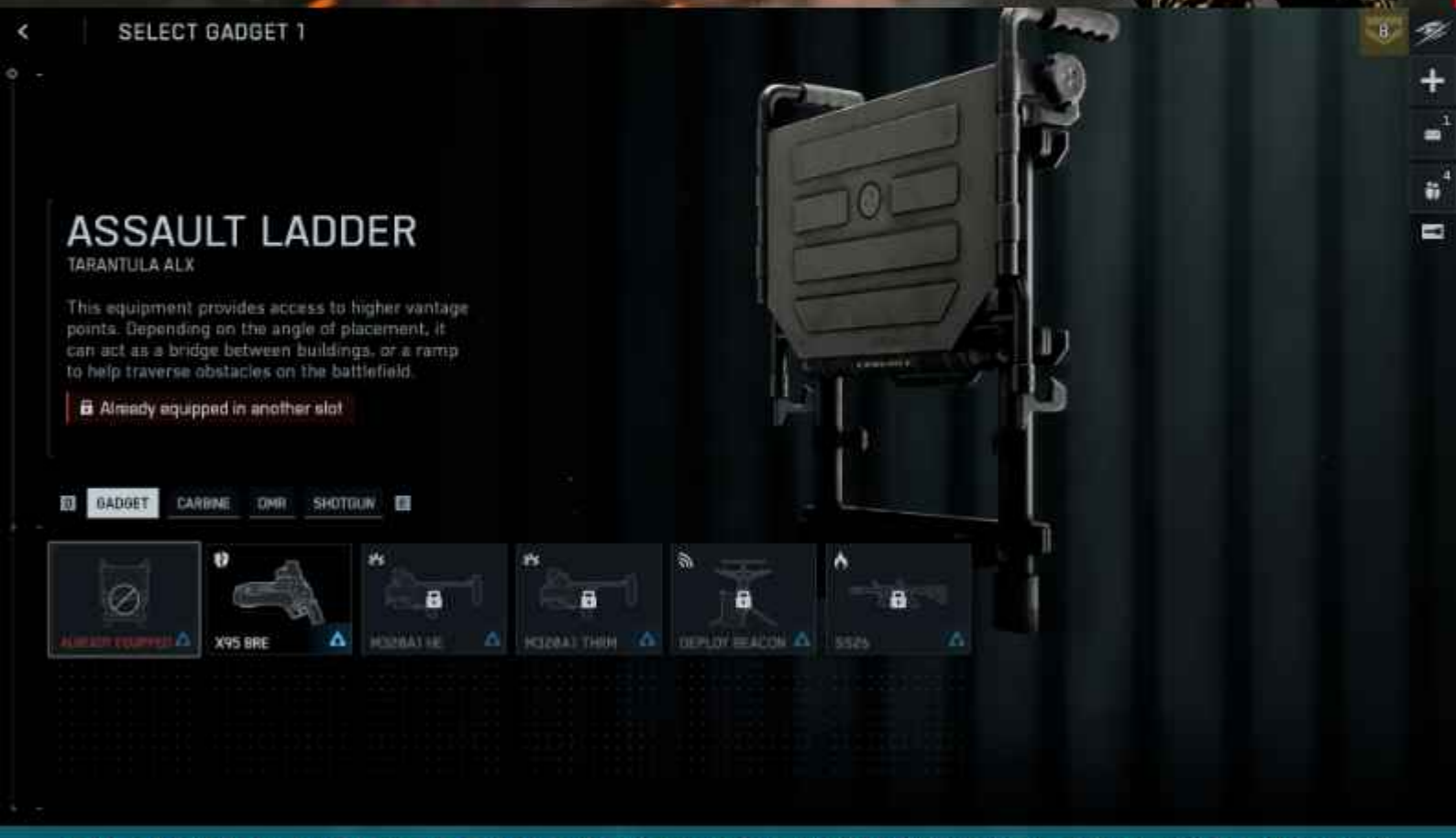
THE ADRENALINE INJECTOR IS A "USE AND FORGET" ITEM WHICH BOOSTS SPRINT SPEED AND GIVES THE SOLDIER MORE RESISTANCE TO EXPLOSIVE AND INCENDIARY DAMAGE.

AT THE SAME TIME, IT PROVIDES RESISTANCE TO AND CLEARS THE EFFECTS OF FLASH AND STUN GRENADES.

BATTLEFIELD 6

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

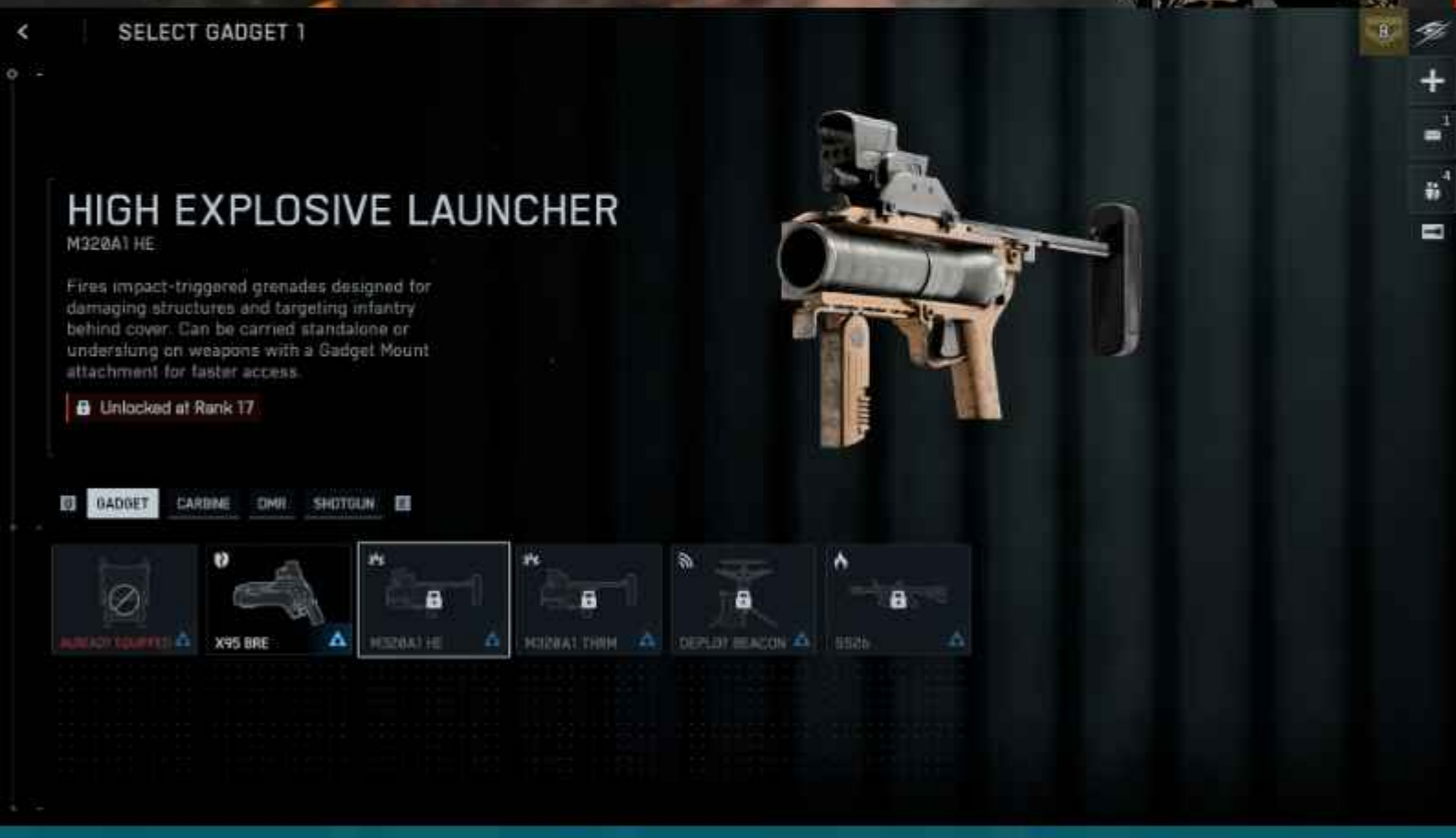

SELECT GADGET 1
ASSAULT LADDER
TARANTULA ALX
This equipment provides access to higher vantage points. Depending on the angle of placement, it can act as a bridge between buildings, or a ramp to help traverse obstacles on the battlefield.
Already equipped in another slot
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE

THE ASSAULT LADDER CAN BE USED TO REACH "HIGHER VANTAGE POINTS" AND CREATE TRAVERSAL OPPORTUNITIES, AS IT CAN BECOME BOTH A RAMP AND A BRIDGE OF SORTS.

BATTLEFIELD 6

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

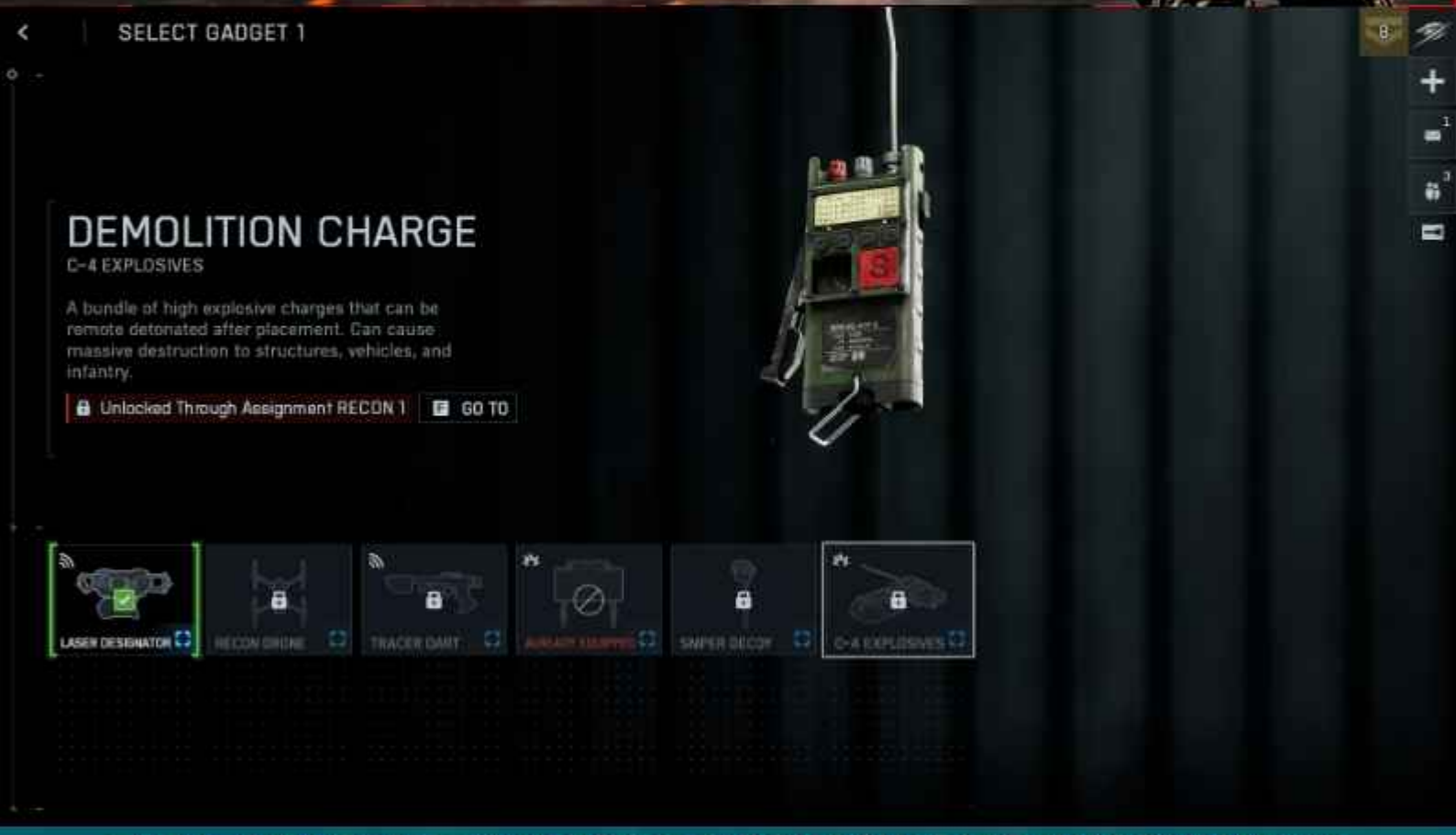

SELECT GADGET 1
HIGH EXPLOSIVE LAUNCHER
M320A1 HE
Fires impact-triggered grenades designed for damaging structures and targeting infantry behind cover. Can be carried standalone or underslung on weapons with a Gadget Mount attachment for faster access.
Unlocked at Rank 17
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE

THE HIGH EXPLOSIVE LAUNCHER IS A BF CLASSIC WHICH FIRES GRENADES THAT EXPLODE ON IMPACT, DAMAGING BOTH STRUCTURES AND INFANTRY.

THIS IS THE STANDALONE VERSION; SOME WEAPONS CAN USE AN ATTACHMENT VERSION OF THE SAME GADGET.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ASSAULT CLASS GADGETS


SELECT GADGET 1
DEMOLITION CHARGE
C-4 EXPLOSIVES
A bundle of high explosive charges that can be remote detonated after placement. Can cause massive destruction to structures, vehicles, and infantry.
Unlocked Through Assignment RECON 1
GO TO
LASER DESIGNATOR
RECON DRONE
TRACER DART
SNIPER DECOY
C-4 EXPLOSIVES

THE TRADITIONAL BUNDLE OF EXPLOSIVE CHARGES THAT CAN EITHER THROWN OR CAREFULLY PLACED.

REMOTELY DETONATED AND DEVASTATING AGAINST VEHICLES, INFANTRY, AND STRUCTURES.

BATTLEFIELD 6

GAMER

BATTLEFIELD 6 ASSAULT CLASS GADGETS

SELECT GADGET 1
BREACHING PROJECTILE LAUNCHER
X95 BRE
A handheld launcher that fires breaching rounds which attach, and after a short delay, penetrate most destructible surfaces to deliver a blinding explosion on the other side. If the breaching round hits an enemy soldier, it will cause limited impact damage before triggering the same blinding explosion.
SELECT
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE

A RELATIVELY SMALL HANDHELD LAUNCHER WHICH CAN PENETRATE DESTRUCTIBLE SURFACES AFTER THE ROUNDS ATTACH THEMSELVES. AFTER THAT, THEY DELIVER AN EXPLOSION ON THE OTHER SIDE THAT CAN BLIND ENEMY SOLDIERS.

BATTLEFIELD 6

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

SELECT GADGET 1
THERMOBARIC GRENADE LAUNCHER
M320A1 THRM
Fires impact-triggered thermobaric grenades, ideal for targeting groups of hostiles. The blast delivers limited initial damage but stuns and burns enemies for a short duration. Can be carried standalone or underslung on weapons with a Gadget Mount attachment for faster access.
Unlocked at Rank 44
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE
M320A1 HE
M320A1 THRM
DEPLOY BEACON
SSZ6

AN ALTERNATIVE TO THE HE LAUNCHER WHICH CREATES A LARGER IMPACT BLAST WITH LIMITED INITIAL DAMAGE.

INSTEAD, IT STUNS AND BURNS ENEMIES FOR A SHORT DURATION. LIKE THE OTHER NADE LAUNCHER, THERE'S AN ATTACHMENT VERSION.

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

SELECT GADGET 1
DEPLOY BEACON
QLINK 6
The beacon provides a single-use deploy point for the operator and each squad member. The device emits a constant sound audible to hostiles and becomes inactive after the owner uses it to deploy. In Small Scale Battles, squad member deployment is disabled.
Unlocked Through Assignment ASSAULT 1
GO TO
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE
DEPLOY BEACON
AE2-26

THE TRADITIONAL DEPLOY BEACON GIVES BF6'S ASSAULT CLASS THE MEANS TO RESPAWN IN ENEMY TERRITORY.

THIS TIME AROUND, HOWEVER, THE BEACON BECOMES INACTIVE AFTER THE OWNER AND OTHER SQUAD MEMBERS HAVE USED IT.

BATTLEFIELD 6

BATTLEFIELD 6 ASSAULT CLASS GADGETS

SELECT GADGET 1
INCENDIARY–ROUND SHOTGUN
SS2b
A bolt action shotgun, chambered in 12-gauge incendiary buckshot rounds. Deals reduced impact damage but sets targets on fire and burns them for a short duration. Ground shots produce an area of fire that burns enemies for a short duration if entered.
Unlocked Through Assignment ASSAULT EXPERT 1
GO TO
GADGET
CARBINE
DMR
SHOTGUN
X95 BRE
M320A1 HE
M320A1 THRM
DEPLOY BEACON
SS2b

A BOLT ACTION SHOTGUN EXCLUSIVE TO THE ASSAULT CLASS WITH INCENDIARY BUCKSHOT ROUNDS. LOW INITIAL DAMAGE, BUT BURNS TARGETS FOR A DURATION.

IF SHOT AT THE GROUND, IT CREATES AREAS OF FIRE WHICH BURN THOSE WHO ENTER THEM.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

BATTLEFIELD 6 ENGINEER CLASS GADGETS

THE ENGINEER HASN'T SEEN MANY CHANGES IN BATTLEFIELD 6 AND REMAINS THE MACHINE BUSTER AND ONLY ROLE CAPABLE OF EXTERNALLY REPAIRING ALL VEHICLES.

BATTLEFIELD 6 ENGINEER CLASS GADGETS

THE ENGINEER HASN'T SEEN MANY CHANGES IN BATTLEFIELD 6 AND REMAINS THE MACHINE BUSTER AND ONLY ROLE CAPABLE OF EXTERNALLY REPAIRING ALL VEHICLES.

ITS GADGETS FOCUS ON DEALING HEAVY DAMAGE TO ENEMY VEHICLES AND KEEPING ALLIED ONES AS HEALTHY AS POSSIBLE WHILE ALSO IMPROVING THEIR PERFORMANCE IN SOME CASES.

REPAIR TOOL (SIGNATURE GADGET)

BATTLEFIELD 6 GADGETS: ALL CLASS TOOLS EXPLAINED

THE REPAIR TOOL HASN'T CHANGED: IT'S A BLOW TORCH WHICH CAN QUICKLY REPAIR FRIENDLY VEHICLES AND DAMAGE ENEMY ASSETS.

IT CAN OVERHEAT.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

AIM-AND-FIRE LAUNCHER WITH MISSILES THAT GUIDE THEMSELVES TO THE ENEMY VEHICLE FROM A TOP-DOWN ANGLE IF POSSIBLE.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
AIR–DEFENSE LAUNCHER
SLM–93A SPIRE
A man-portable air-defense system designed to target enemy aircraft. Requires lock-on before launch, after which missiles will self-guide to the target unless intercepted by countermeasures. Capable of faster and longer range lock-ons for ground and air targets that have been marked with the Laser Designator or Tracer Dart.
SELECT
M81-LAW
SLM-93A
RPG-7V2
MAS T48
M136 AT
SUPPLY CRATE
PTKM-1R
EOD BOT
M4A1 SLAM

THE CLASSIC "PORTABLE" DEFENSE SYSTEM WHICH CAN DOWN ENEMY AIRCRAFT'S WITH SELF-GUIDED MISSILES.

IT SIMPLY REQUIRES A LOCK-ON BEFORE LAUNCH AND CAN BE NULLIFIED BY COUNTERMEASURES.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
UNGUIDED ROCKET LAUNCHER
RPG-7V2
A launcher that fires impact-triggered unguided rockets. Delivers effective damage against structures and vehicles. Inflicts greater damage on the sides, top, and rear of vehicles where the armor is thinner.
Unlocked at Rank 13
M81-LAW
SLM-93A
RPG-7V2
M4A1 SLAM

ANOTHER CLASSIC THAT QUICKLY FIRES UNGUIDED ROCKETS THAT DEAL HIGH DAMAGE TO VEHICLES, ESPECIALLY WHEN THEY HIT THE SIDES, TOP, AND REAR ARMOR AREAS. ALSO EFFECTIVE AGAINST STRUCTURES.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
LONG–RANGE LAUNCHER
MAS 148 GLAIVE
A long-range anti-vehicle missile system. Requires lock-on before launch, after which the missile will engage automatic self-guidance. Capable of faster and longer range lock-ons for ground and air targets that have been marked with the Laser Designator or Tracer Dart.
Unlocked at Rank 47
MBT-LAW
SLM-93A
RPG-7V2
MAS 148
M136 AT
SUPPLY CRATE
EOD BOT
M4A1 SLAM

ANOTHER LOCK-ON LAUNCHER MAINLY USED AGAINST GROUND TARGETS.

IT WORKS BEST WHEN USED FROM A DISTANCE, AND CAN ALSO TARGET AIR VEHICLES MARKED WITH THE LASER DESIGNATORS OR TRACER DARTS.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

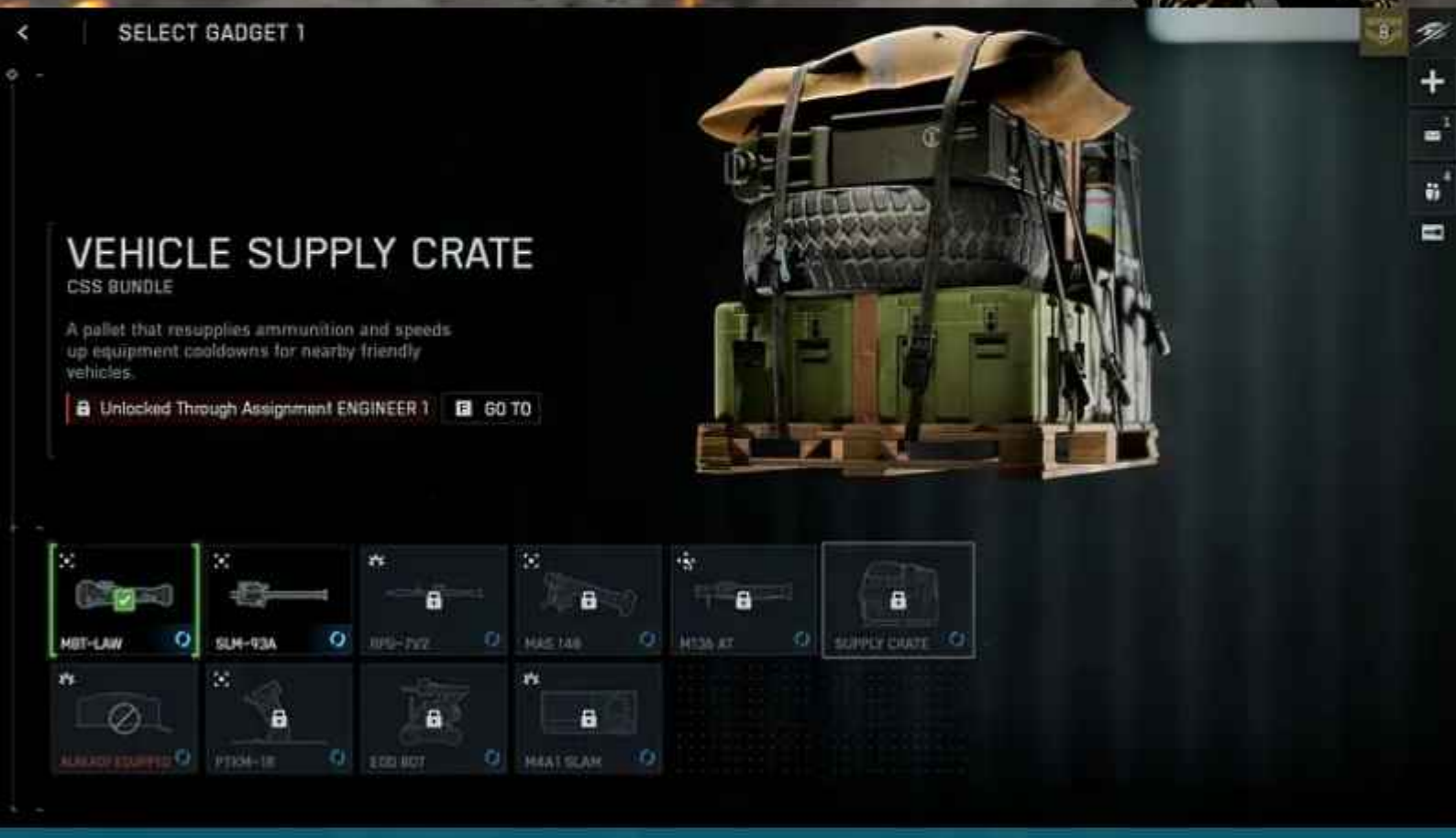
SELECT GADGET 1
AIM–GUIDED LAUNCHER
M136 AT
An anti-vehicle launcher that allows the user to guide the missile to the target via the weapon's crosshairs. Inflicts greater damage on the sides, top, and rear of vehicles where the armor is thinner.
Unlocked Through Assignment ENGINEER SPECIALIST 1
GO TO
MBT-LAW
SLM-93A
M136 AT
SUPPLY CRATE

A TRADITIONAL ANTI-VEHICLE LAUNCHER WHICH LETS THE USER GUIDE THE MISSILE TO THE TARGET.

ALSO DEALS EXTRA DAMAGE TO THE SIDES, TOP, AND REAR OF VEHICLES.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS



A LARGE PALLET WHICH GIVES NEARBY FRIENDLY VEHICLES AMMUNITION AND SPEEDS UP THEIR WEAPON AND TOOL COOLDOWNS.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
TRIPWIRE SENSOR AV MINE
M4A1 SLAM
An anti-vehicle mine designed for ground and off-route placement. When nearby enemy vehicles trip the device's proximity sensor they are targeted with a high-velocity projectile.
Unlocked at Rank 37
MBT-LAW
SLM-92A
M4A1 SLAM

A DIFFERENT KIND OF AV MINE WHICH FIRES AN EXPLOSIVE PROJECTILE WHEN ENEMY VEHICLES TRIP ITS PROXIMITY SENSOR.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

A SIMPLE MINE WHICH DETONATES AS SOON AS ONE ENEMY VEHICLE PASSES OVER IT. THEY CAN'T BE PLACED TOO CLOSE TOGETHER, BUT PACK A PUNCH.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
ACOUSTIC SENSOR AV MINE
PTKM-1R
An anti-vehicle mine that locates targets in the immediate area via audio sensors. Once triggered, it launches an explosive payload and performs a top-down attack to strike vehicles where they are less protected.
Unlocked at Rank 27
MBT-LAW
SUM-93A
SUPPLY CRATE
PTKM-1R
M4A1 SLAM

AN ADVANCED ANTI-VEHICLE MINE THAT LOCATES TARGETS THANKS TO ITS AUDIO SENSORS AND THEN LAUNCHES EXPLOSIVE PAYLOADS TO PERFORM TOP-DOWN ATTACKS ON VEHICLES.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 ENGINEER CLASS GADGETS

SELECT GADGET 1
EOD BOT
CS8 IV
Remotely controllable robot with various capabilities, including repairing vehicles and equipment, arming and disarming M-COM explosives, remote M-COM explosive arming where the robot will self-destruct on completion of task, launching cluster munitions to clear an area of enemy gadgets, and placing Anti-Vehicle Mines.
Unlocked at Rank 40
MBT-LAW
SLM-93A
SUPPLY CRATE
EOD BOT
M4A1 SLAN

A REMOTE-CONTROLLED ROBOT WHICH CAN REPAIR VEHICLES AND EQUIPMENT, ARM OR DISARM M-COM EXPLOSIVES, SELF-DESTRUCT, LAUNCH CLUSTER MUNITIONS, AND PLACE AV MINES.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6 SUPPORT CLASS GADGETS

THE SUPPORT CLASS IS KEY TO LITERALLY KEEPING A TEAM ALIVE, BOOSTING THE HEALTH AND AMMUNITION RESERVES OF THE SURROUNDING ALLIES.

BATTLEFIELD 6 SUPPORT CLASS GADGETS

THE SUPPORT CLASS IS KEY TO LITERALLY KEEPING A TEAM ALIVE, BOOSTING THE HEALTH AND AMMUNITION RESERVES OF THE SURROUNDING ALLIES.

THEREFORE, THE SUPPORT'S FOCUS IS ON PROVIDING HEALTH, AMMO, AND OFFERING EXTRA DEFENSE OPTIONS THROUGH ITS GADGETS.

SUPPLY BAG (SIGNATURE GADGET)

BATTLEFIELD 6 GADGETS: ALL CLASS TOOLS EXPLAINED

UNLIKE IN PAST BATTLEFIELD GAMES, THE SUPPORT'S BIG SUPPLY BAG CAN REGENERATE BOTH AMMO AND HEALTH.

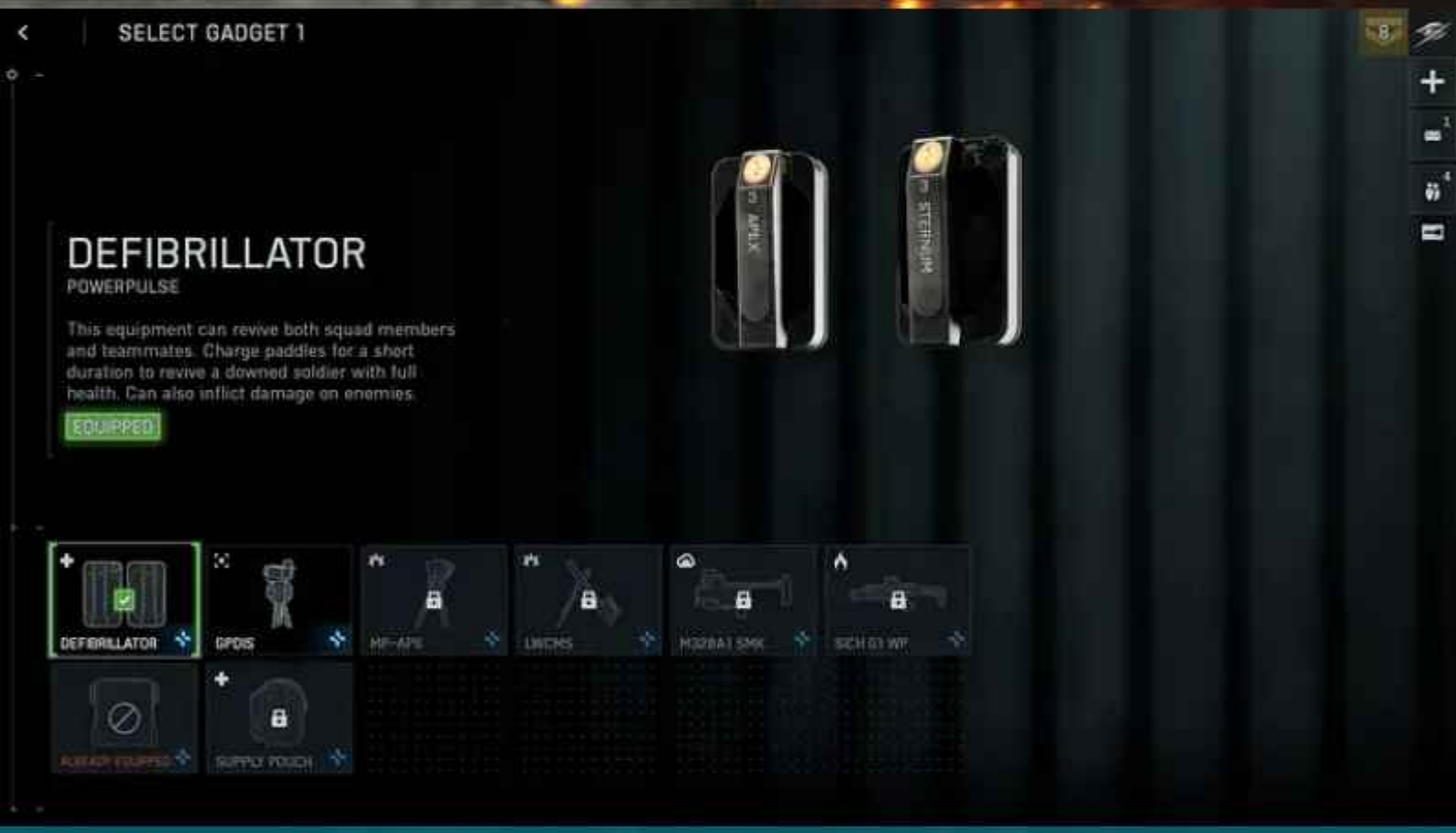
IT ALSO RESTOCKS GADGETS IF NEEDED.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6


SELECT GADGET 1
DEFIBRILLATOR
POWERPULSE
This equipment can revive both squad members and teammates. Charge paddles for a short duration to revive a downed soldier with full health. Can also inflict damage on enemies.
EQUIPPED
DEFIBRILLATOR
GPDIS

A TRADITIONAL PIECE OF EQUIPMENT OF THE SUPPORT CLASS WHICH CAN INSTANTLY REVIVE SQUAD MEMBERS AND TEAMMATES.

A FEW SHOCKS WILL ALSO DOWN ENEMIES, SO IT CAN USED AS AN IMPROVISED MELEE WEAPON.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6

SELECT GADGET 1
GRENADE INTERCEPT SYSTEM
GPDIS
Once set on the ground, the Grenade Intercept System tracks and destroys incoming projectiles such as hand-thrown and launched grenades. Can intercept up to three projectiles during a window of activation that begins after the initial detection.
SELECT
DEFIBRILLATOR
GPDIS

A TROPHY-LIKE INTERCEPT SYSTEM WHICH DESTROYS UP TO THREE INCOMING PROJECTILES SUCH AS GRENADES.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6

SELECT GADGET 1
MISSILE INTERCEPT SYSTEM
MP-APS
Once set on the ground, this device tracks and destroys larger incoming projectiles such as missiles, mortar shells, and tank shells. Intercepts all projectiles during a window of activation that begins after the initial detection.
Unlocked at Rank 31
DEFIBRILLATOR
GPDIS
MP-APS
UAVCMS
M320A1 SMK
SUPPLY POUCH

A SIMILAR GROUND-SET DEVICE WHICH TRACKS AND DESTROYS INCOMING MISSILES AS WELL AS MORTAR AND TANK SHELLS.

IT INTERCEPTS ALL PROJECTILES DURING ITS WINDOW OF ACTIVATION.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6

SELECT GADGET 1
PORTABLE MORTAR
LWCMS
This man-portable indirect-fire weapon launches high-explosive shells designed to strike defensive positions and disperse infantry, or smoke shells to conceal troop movement. Aim via the minimap or manually. Once fired, the mortar will be spotted, marking its position in-world and on the enemy's minimap. Weapon accuracy increases with continuous shots in the same location.
Unlocked at Rank 49
DEFIBRILLATOR
GPDIS
HP-APS
LWCMS
M320A1 SMK
SICH G1 WP
SUPPLY POUCH

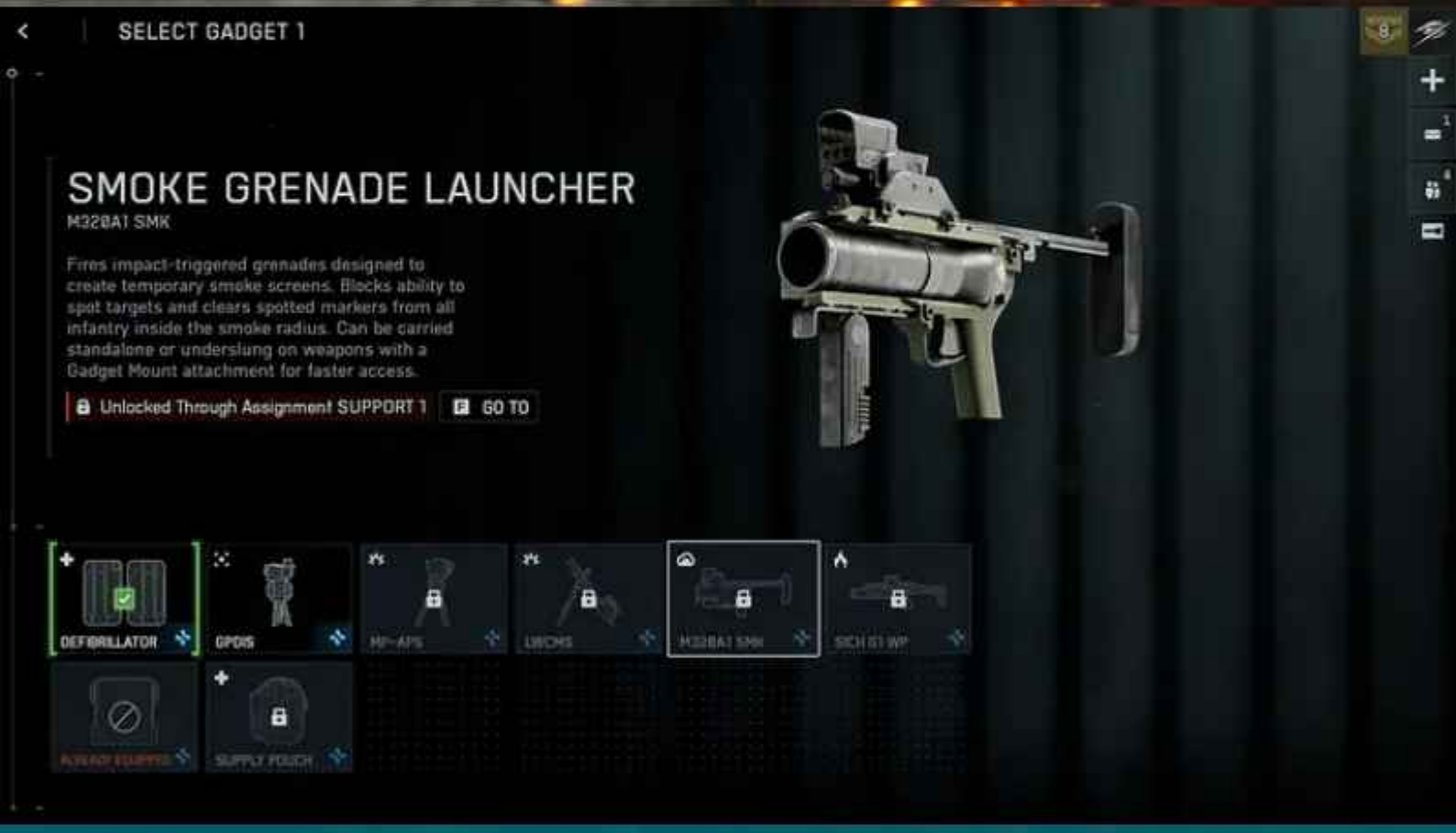
A MAN-PORTABLE LAUNCHER OF HIGH-EXPLOSIVE SHELLS WHICH CAN STRIKE DEFENSIVE POSITIONS.

IT CAN ALSO LAUNCH SMOKE SHELLS TO CONCEAL TROOP MOVEMENT.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6


SELECT GADGET 1
SMOKE GRENADE LAUNCHER
M320A1 SMK
Fires impact-triggered grenades designed to create temporary smoke screens. Blocks ability to spot targets and clears spotted markers from all infantry inside the smoke radius. Can be carried standalone or underslung on weapons with a Gadget Mount attachment for faster access.
Unlocked Through Assignment SUPPORT 1
GO TO
DEFIBRILLATOR
GPDIS
M320A1 SMK

A LAUNCHER SIMILAR TO THOSE OF THE ASSAULT CLASS THAT SHOOTS IMPACT-TRIGGERED SMOKE GRENADES.

CAN ALSO BE ATTACHED TO WEAPONS IN A SMALLER VERSION.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6

SELECT GADGET 1
INCENDIARY AIRBURST LAUNCHER
SICH G1 WP
Fires incendiary grenades a distance of 25m that explode mid-flight, producing an incendiary cloud that burns enemy targets. The cloud will block visibility and clear and prevent spotting.
Unlocked Through Assignment SUPPORT SPECIALIST 2
F GO TO
DEFIBRILLATOR
GPDIS
SUPPLY POUCH

A GRENADE-LAUNCHER WHICH SHOOTS INCENDIARY NADES UP TO 25 METERS AWAY; THEY EXPLODE MID-FLIGHT AND CREATE BURNING CLOUDS THAT DAMAGE ENEMY SOLDIERS AND OBSCURE VISION.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6

SELECT GADGET 1
SUPPLY POUCH
GOLIATH COMPACT
A single-use pouch to replenish ammo and medical supplies for the owner or their teammates. Fully restocks ammo capacity of the primary and secondary weapons and restores a portion of health.
Unlocked Through Assignment SUPPORT SPECIALIST 1
F GO TO
DEFIBRILLATOR
GPDIS
SUPPLY POUCH

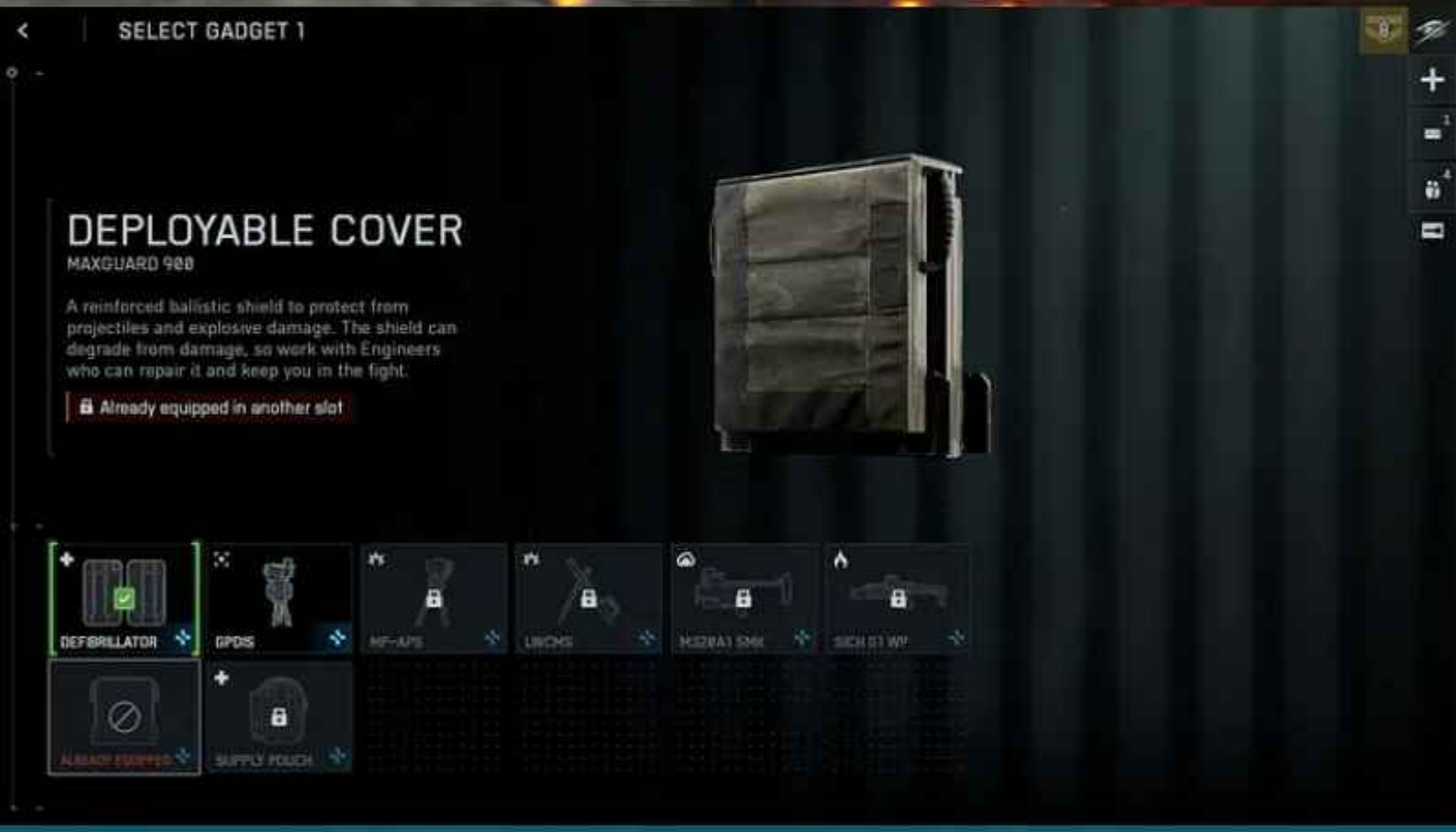
A SMALLER, THROWABLE AMMO AND HEALTH REPLENISHER WITH LESSER EFFECTS. IT'S SINGLE-USE, BUT FULLY RESTOCKS PRIMARY AND SECONDARY WEAPON AMMO INSTANTLY.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 SUPPORT CLASS GADGETS

BATTLEFIELD 6


SELECT GADGET 1
DEPLOYABLE COVER
MAXGUARD 900
A reinforced ballistic shield to protect from projectiles and explosive damage. The shield can degrade from damage, so work with Engineers who can repair it and keep you in the fight.
Already equipped in another slot
DEFIBRILLATOR
GPDIS
SUPPLY POUCH

A REINFORCED BALLISTIC SHIELD WHICH CAN BLOCK PROJECTILES AND EXPLOSIVE DAMAGE.

IT CAN DEGRADE, SO THE ENGINEER'S REPAIR TOOL IS KEY TO KEEPING IT UP.

BATTLEFIELD 6

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS

BATTLEFIELD 6 RECON CLASS GADGETS

THE RECON CLASS ONCE AGAIN FOLLOWS A SNIPER ARCHETYPE BY DEFAULT, YET DIFFERENT WEAPON BUILDS CAN GIVE IT A MORE FRONTLINE-ORIENTED STYLE.

BATTLEFIELD 6 RECON CLASS GADGETS

BATTLEFIELD 6 RECON CLASS GADGETS

THE RECON CLASS ONCE AGAIN FOLLOWS A SNIPER ARCHETYPE BY DEFAULT, YET DIFFERENT WEAPON BUILDS CAN GIVE IT A MORE FRONTLINE-ORIENTED STYLE.

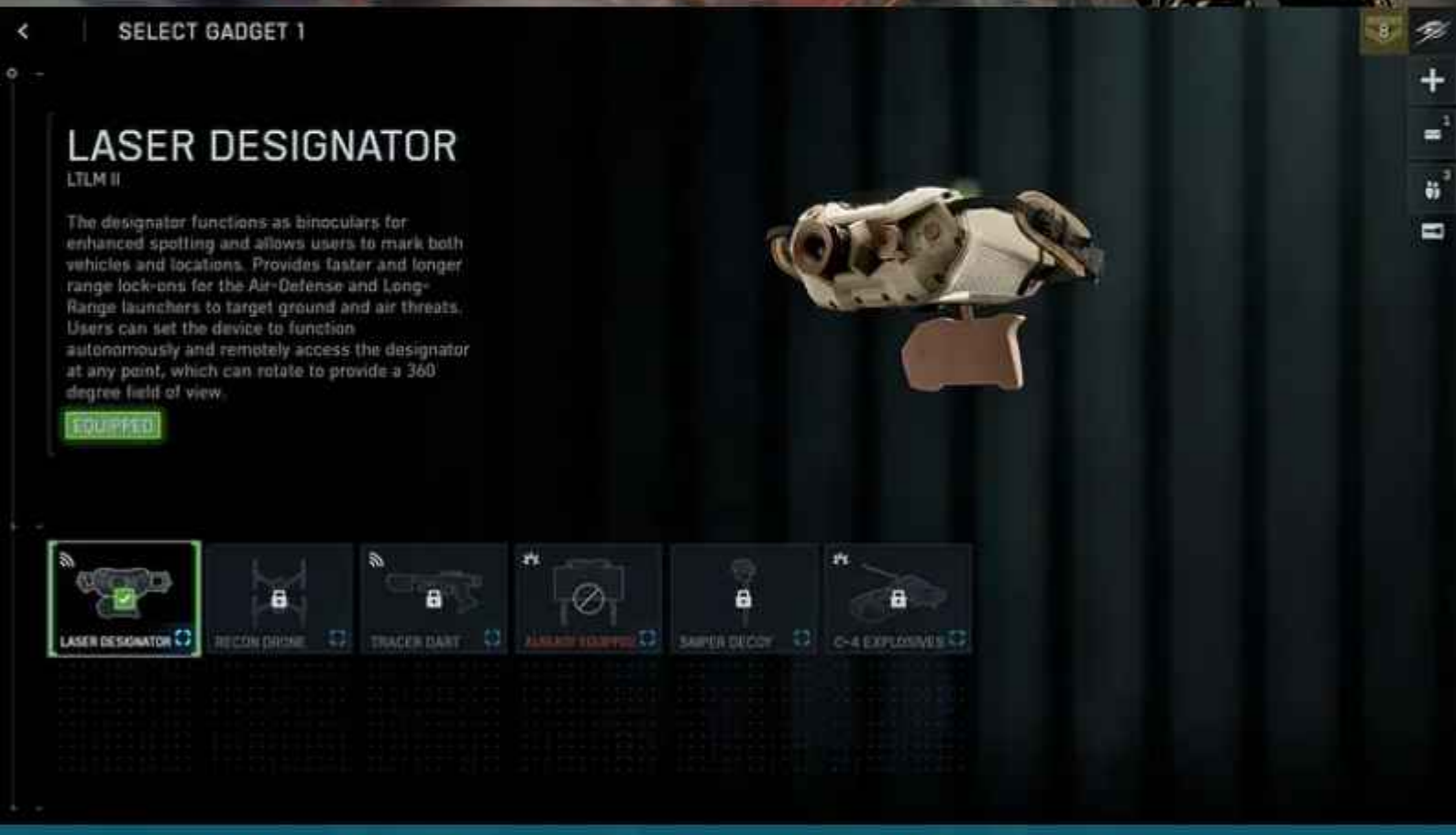
WHEN USED WITH THE RIGHT GADGET LOADOUT, IT'S ONE OF THE MORE FLEXIBLE ROLES.

FOR THE MOST PART, ITS MAIN TASK IS HELPING TEAM MATES ACQUIRE TARGETS WHILE TAKING CARE OF INFANTRY FROM A DISTANCE.

THE MOTION SENSOR IS PLANTED ON THE GROUND AND SPOTS ENEMY SOLDIERS, VEHICLES, AND GADGETS AS LONG AS THEY'RE NEARBY AND MOVING. THEIR POSITION IS MARKED ON THE MINIMAP.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS

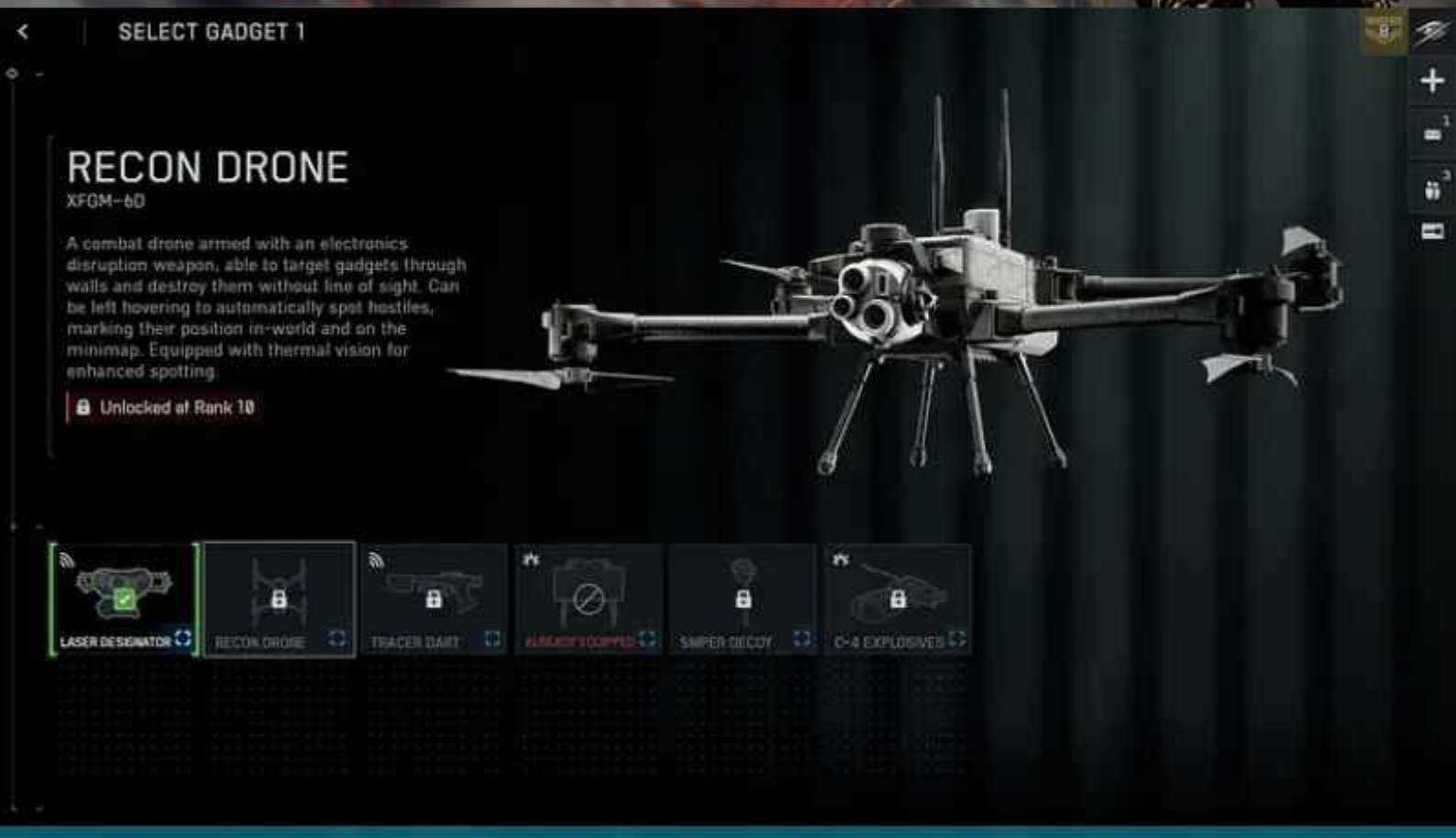

SELECT GADGET 1
LASER DESIGNATOR
LTLM II
The designator functions as binoculars for enhanced spotting and allows users to mark both vehicles and locations. Provides faster and longer range lock-ons for the Air-Defense and Long-Range launchers to target ground and air threats. Users can set the device to function autonomously and remotely access the designator at any point, which can rotate to provide a 360 degree field of view.
EQUIPPED
LASER DESIGNATOR
RECON DRONE
TRACER DART
SNIPER DECOY
C-4 EXPLOSIVES

BINOCULAR-SHAPED DESIGNATOR THAT CAN MARK BOTH VEHICLES AND LOCATIONS.

IT BOOSTS THE SPEED AND RANGE OF LOCK-ONS FOR FRIENDLY DEFENSE AND LAUNCHER SYSTEMS.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS


SELECT GADGET 1
RECON DRONE
XFGM-6D
A combat drone armed with an electronics disruption weapon, able to target gadgets through walls and destroy them without line of sight. Can be left hovering to automatically spot hostiles, marking their position in-world and on the minimap. Equipped with thermal vision for enhanced spotting.
Unlocked at Rank 10
LASER DESIGNATOR
RECON DRONE
TRACER DART
SNIPER DECOY
C-4 EXPLOSIVES

A SMALL COMBAT DRONE ARMED WITH AN ELECTRONICS DISRUPTION WEAPON THAT CAN DESTROY GADGETS THROUGH WALLS.

IT CAN ALSO HOVER ON ITS OWN AND SPOT HOSTILES, AND FEATURES A THERMAL VISION OPTION.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS

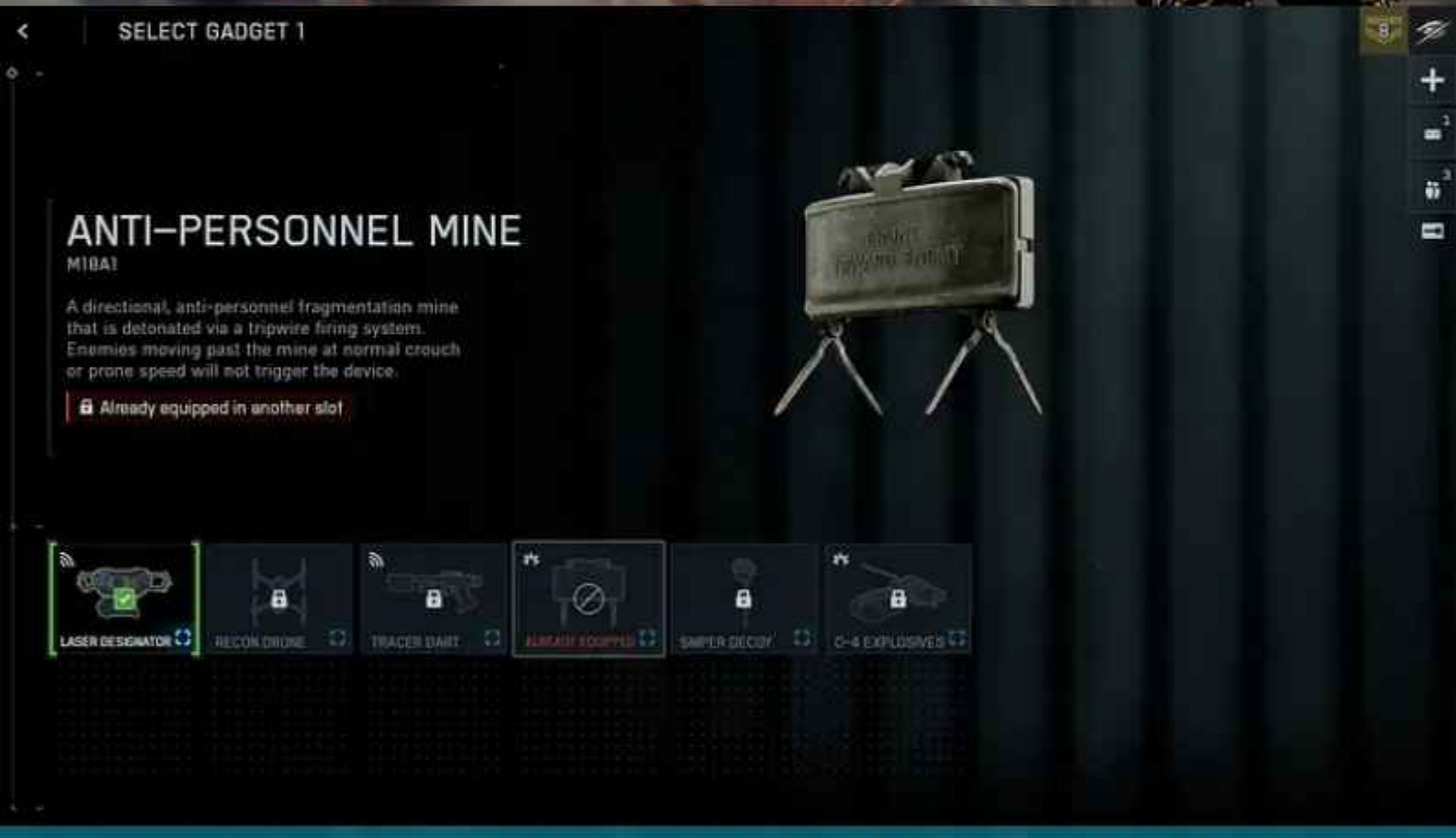
SELECT GADGET 1
TRACER DART
TRCRV2
A gas-powered pistol that fires a magnetic dart for marking enemy vehicles or personnel. Provides faster and longer range lock-ons for the Air-Defense and Long-Range launchers to target ground and air threats.
Unlocked Through Assignment RECON SPECIALIST 1
GO TO
LASER DESIGNATOR
RECON DRONE
TRACER DART
SMOKE GRENADE
SNIPER DECOY
C-4 EXPLOSIVES

A GAS-POWERED PISTOL WHICH FIRES A MAGNETIC DART CAPABLE OF MARKING VEHICLES AND PERSONNEL.

THE DARTS BOOST THE RANGE AND LOCK-ONS OF THE AIR-DEFENSE AND LONG-RANGE LAUNCHERS.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS


SELECT GADGET 1
ANTI–PERSONNEL MINE
M18A1
A directional, anti-personnel fragmentation mine that is detonated via a tripwire firing system. Enemies moving past the mine at normal crouch or prone speed will not trigger the device.
Already equipped in another slot
LASER DESIGNATOR
RECON DRONE
TRACER DART
SNIPER DECOY
C-4 EXPLOSIVES

A DIRECTIONAL EXPLOSIVE IN THE SHAPE OF AN ANTI-PERSONNEL FRAGMENTATION MINE.

IT DETONATES VIA A TRIPWIRE FIRING SYSTEM WHEN AN ENEMY MOVES CLOSE TO IT FAST.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS

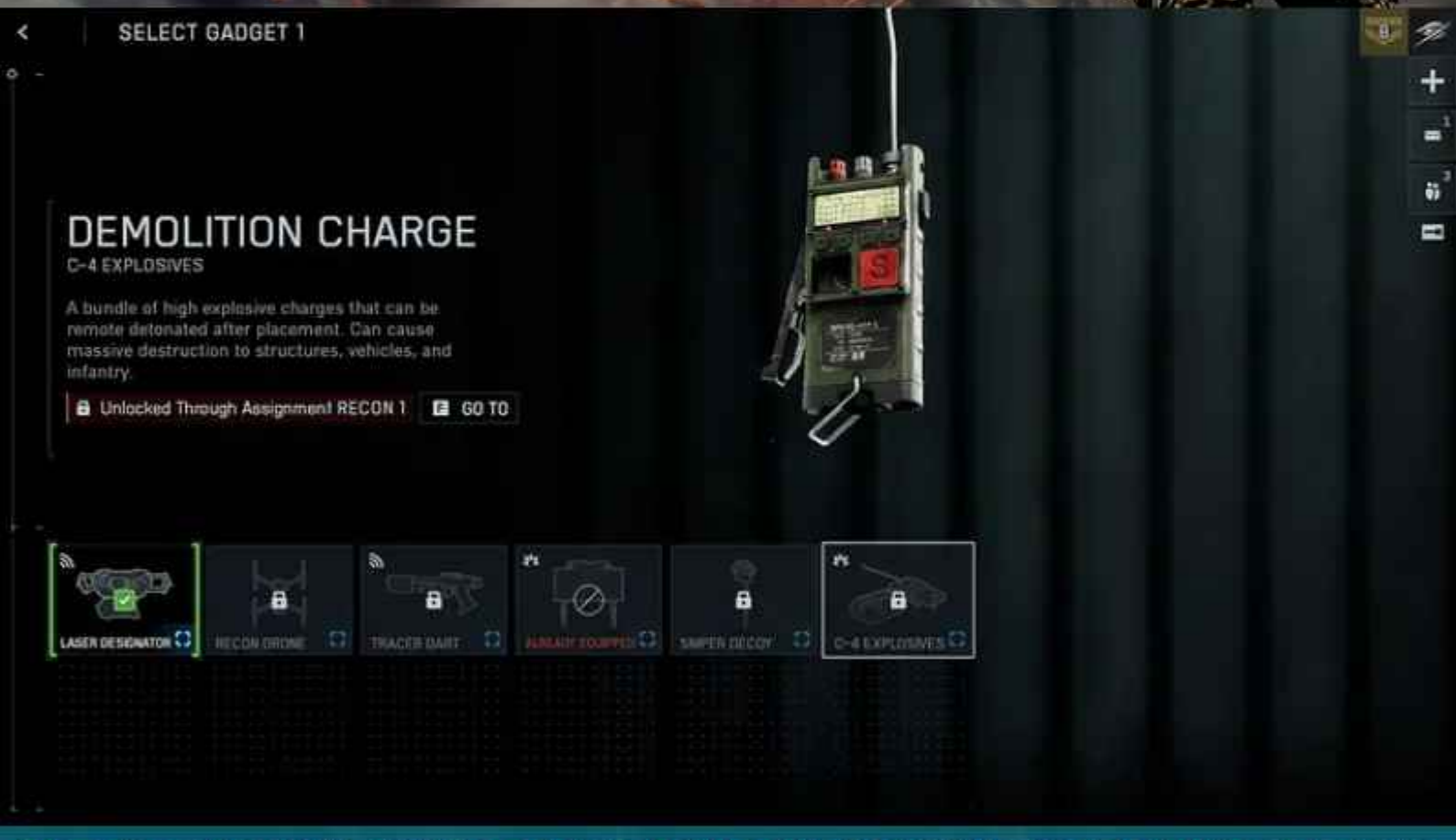
SELECT GADGET 1
SNIPER DECOY
FIELD DUMMY NO.25
A dummy designed to draw the enemy's attention while you fire from a safer location. Taking up position near a friendly Sniper Decoy will hide your scope glint with its own. Replicates the stance of the owner when placed and is immediately spotted, marking its position in-world and on the enemy's minimap.
Unlocked at Rank 23
LASER DESIGNATOR
RECON DRONE
TRACER DART
SNIPER DECOY
C-4 EXPLOSIVES

A RUBBER DUMMY WHICH DRAWS THE ENEMY ATTENTION AND HIDES THE RECON SOLDIER'S SCOPE GLINT WITH ONE OF ITS OWN.

IT ALSO REPLICATES THE STANCE OF THE OWNER AND IS MARKED ON THE ENEMY MINIMAP.

BATTLEFIELD 6 GAMER

BATTLEFIELD 6 RECON CLASS GADGETS


SELECT GADGET 1
DEMOLITION CHARGE
C-4 EXPLOSIVES
A bundle of high explosive charges that can be remote detonated after placement. Can cause massive destruction to structures, vehicles, and infantry.
Unlocked Through Assignment RECON 1
GO TO
LASER DESIGNATOR
RECON DRONE
TRACER DART
AIRDROP EQUIPMENT
SNIPER DECOY
C-4 EXPLOSIVES

THE TRADITIONAL BUNDLE OF EXPLOSIVE CHARGES THAT CAN EITHER THROWN OR CAREFULLY PLACED.

REMOTELY DETONATED AND DEVASTATING AGAINST VEHICLES, INFANTRY, AND STRUCTURES.